Double Adventure

1010

The Stazhlekh Report

Approved For Use With Traveller™

fasa

The Stazhlekh Report

By
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Introduction

This booklet contains two comprehensive adventures for Traveller printed back-to-back. This adventure, The Stazhlekh Report, centers on a commando operation geared to gain vital military intellgence that may influence the course of an intersteller conflict.

It is assumed that this adventure will be administered by a referee who has read through this adventure, and who is familiar with both it and the rules for *Traveler* . This situation calls for the basic *Traveler* rules (Books 1, 2, and 3 or *The Traveler Book*), plus Book 4, *Mercenary*. No other supplements, books or information are necessary. As usual, paper, pencils, six-sided dice, and square-grid graph paper will prove necessary during the course of this adventure.

Optional References: FASA's *Trail of the Sky Raiders* presents further background on Desaekhe and the Descarothe Hegemony, and involves the confrontations between the Hegemony and the League of Suns which preceded the war that figures in their adventure.

Adventure Class Ships, Volume 1, also by FASA, presents various civilian and military starships, including serveral Zhodani-designed ships which may be encountered in Hegemonic naval service. These may be used in addition to or instead of the starship which is presented in this adventure.

Striker, GDW's rules for miniatures combat in the universe of *Traveller,* may be of use to persons desiring additional equipment, greater detail, or miniatures resolution of combat situations arising from this adventure.

Chapters: This introduction (pages 3 to 6) is for the use of both the referee and the players, and generally lays a foundation for the adventure. The opening (pages 7 and 8) gives the players their intitial information and sets the mood for things to come. Background data (pages 9 to 15) fills in known facts, available to the players, about specific locations used. The sections covering The Raid (page 6) and Holfast Floor Plans are for use by the referee and should be revealed to players only as events would make the data they contain become known. The remaining material consists of library data, referee's notes, and other information which rounds out the overall adventure.

Only those areas so indicated (including this introduction) should be shown to the players. The remainder of the material is reserved for the use of referee.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this adventure. The referee may alter them as needed to fit the adventure into an existing situation or campaign.

Dates: All dates herein correspond to the Imperial calendar.

The date for this adventure is 328-1108: 328 is the day (the 328th day of the standard 365-day year), while 1108 is the year (the 1108th year following the founding of the Imperium). Once the adventure begins, the referee should allow time to flow normally.

Place: This adventure takes place on Desaekhe (0104-C663739-9) the capital of a small, militaristic realm: the Descarothe Hegemony. Desaekhe is a small rugged world only recently unified and propelled to interstellar improtance. Now capital of the third most powerful state in the Jungleblut subsector of the Far Frontiers sector, Desaekhe has recently embarkeed upon an expansionist program which has brought the state into armed confrontation with a larger but more peaceful neighbor; The League of Suns.

CHARACTERS

This adventure is intended for use by a group of adventurers with a military orientaion and uses may of the rules found in Traveller Book 4, *Mercenary*

A set of eight characters generated according to the *Mercenary* generation system is provided below. Others may be added or substituted as desired.

1. Ex-marine Captain Age 30 3 terms
   A98967; Marines, three terms. Enlisted in Marine Infantry.
   Final Rank-Captain. Morele=18+1D
   Special assignments: Intelligence School, Command College.
   Awards and Decorations: Four combat service ribbons; three combat commands, two MCUFs, one MCG, two Purple Hearts.
   Equipment Qualified On: Gauss Rifle, Auto Pistol, Computer, Gunnery.
   Skills: Leader-3, Tactics-2, Instruction-2 Gauss Rifle-1, Zero G Cbt-1, Recon-1, Gunnery-1, Computer-1, Streetwise-1 Interrogation-1
   Equipment: Auto Pistol, Cr20,000

2. Ex-Army Lieutenant Age 26 2 terms
   7B7986; Army, two terms. Enlisted in Infantry; transferred to Commandos after one term.
   Final Rank-Second Lieutenant. Morale=14+1D
   Special Assignments: Commando School, Intelligence School
   Awards and Decorations: Three: Combat service ribbons; three combat commands; one MCUF; one MCG; one Purple Heart.
   Equipment Qualified On: Gauss Rifle; Auto Pistol; Blade; Demolition
   Skills: Recon-3, Demolitions-2, Gauss Rifle-2, Auto Pistol-2,

Blade-1, Wheeled Vehicle-1, Interrogation-1, Tactics-1 Survival-1, Forward Obs.-1.
Equipment: Auto Pistol, Cr5000.

3. Ex-Marine Age 38 5 terms
88B894; Marines, five terms. Enlisted in Marine Infantry.
Final Rank-Gunnery Sergeant. Morale: 25+1d.
Special Assignments: Cross Training in Artillery and Support; Recruiting; Protected Forces School.
Awards and Decorations: Ten combat service ribbons; Four MCUFs, one MCG, one Purple Heart.
Equipment Qualified On: SMG; Gauss Rifle; VRF Gauss Gun; Gunnery; Vacc Suit; ship's Boat.
Skills: SMG-4, Gauss Rifle-3, Gunnery-2, Brawling-2, Tactics-2, Leader-2, Combat Engineering-1, VaccSuit-1, Zero G Cbt-1.
Equipment: SMG; Cr30,000.

4. Ex-Army, three terms. Enlisted in Infantry, transferred to Cavalry after one term. Final rank-sergeant. Morale: 10+1d.
Special Assignments: Cross Training in Cavalry; Mechanic's Specialty Squad. Awards and Decorations: Four combat service ribbons; Two MCUFs; one MCG; one Purple Heart.
Equipment Qualified On: Wheeled Vehicles; Gauss Rifle; Mechanic.
Equipment: Cr 10,000

5. Ex-Army Age 26 2 terms
788985; Army, two terms. Enlisted in Infantry transferred to Commandos after one term. Final Rank-Lance Sargeant.
Morale: 10+1D
Special Assignments: Cross-Training in Support; Commando School. Awards and Decorations: Four combat service ribbions; One MCUF; one MCG; two Purple Hearts.
Equipment Qualified On: Gauss Rifle; Demolitions; Combat Engineering.
Skills: Demolitions-3, Gauss Rifle-3 Survival-2, Recon-2, Combat Engineering-1, Tactics-1.
Equipment: Cr5000

6. EX-Marine Age 26 2 terms
9BA886; Marines, two terms. Enlisted in Marine Infantry.
Final Rank Corporal. Morale: 10+1D.
Special Assignments: Protected Forces School.
Awards and Decorations: Three combat service ribbons; one MCUF; two MCG; two Purple Hearts.
Equipment Qualified On: Gauss Rifle; Zero G Combat; Vacc-Suit-1.

Skills: Ship's Boat-3, Combat Rifle-3, Zero G Cbt-2,3 Brawling-1, Vacc Suit -1.
Equipment: Cr10,000.

7. Ex-Army Age 26 2 terms
G97A93; Army, two terms. Enlisted in Support, transferred to Commandos after one term. Final Rank-Lance Corporal.
Morale: 6+1D.
Special Assignments: Commando School; Medical Specialist School.
Awards and Decorations: Two combat service ribbons; one MCG; two Purple Hearts.
Equipment Qualified On: Medic; Gauss Rifle; Vacc Suit.
Skills: Medical-3, Survival-2, Gauss Rifle-2, Recon-1, Vacc Suit-1, Gambling-1
Equipment: Cr5000

8. Ex-Marine Age 22 1 term
C9B544; Marines, 1 term. Enlinsted in Marine Infantry. Final Rank-Private
Rank: Private.
Morale:
Special Assignments: None
Awards and Decorations: Two combat service ribbons, one MCUF; one MCG; one Purple Heart.
Equipment: Qualified On: Gauss Rifle; VRG Gauss Gun.
Skills: Brawling-2, Gauss Rifle-1, VRF Gauss Gun-1.
Equipment: None.

EQUIPMENT

Referees running an on-going campaign should ignore the remainder of this section.

Characters should review their equipment and may purchase more. Each character has no items other than those detailed in the character descriptions or shown on the individual equipment table. At the beginning of the adventure, before the characters are told the details of the assignment, they should be told that they are mercenaries about to be hired for a job; they should then be permitted to purchase any equipment they feel will be necessary or desirable. Any equipment available may be purchased, subject only to the following restrictions:

1. The equipment must be mentioned and priced in Book 1, Book 3, or Book 4 of *Traveller.*

2. The maximum tech level of the equipment may not be higher than 12 (C).

3. The price must be paid.

Note: Price and tech levels preclude some equipment (such as Battle Dress).

The referee may wish to make available equipment discussed in *Striker,* in addition to that available from Basic *Traveller* and *Mercenary.*

Players should be allowed approximately ten minutes to select the equipment they want to purchase. Remember that they do not yet know their assignment, and are simply choosing typical equipment they would normally have on hand.

Additional equipment will be made available to the group when they begin their mission.

A Job For Specialists

After years of tension and increasing pressure, war has at last broken out between the Descarothe Hegemony and the League of Suns. Triggered by claims and counterclaims concerning the kidnapping of a League citizen and violations of the Descarothe Treaty Zone on Qarant led, in the fullness of time, to a declaration of war by the Hegemony. Now comes the calm before the storm as each side prepares for battle.

As the war effort begins to gather force within the League, a band of former League military personnel are contacted by Major Urlamu Karalgun, an officer highly placed in the League's Military Intelligence Division. These former soldiers each possess some individual talent or skill and are requested to see the Major for a meeting of the utmost urgency.

Meeting for the first time in Karalgun's office in Orbital Station 3 above the League capital of Alzenei, the group has little time to get to know each other before Karalgun summons them into his inner sanctum. Here, with a view of Alzenei framed in the window behind the Major, the group learns the reason for his summons.

So far, the Major tells them, the war has not been actively waged by either side. The Descarothe Hegemony has driven the League out of the Qarant system, where the war began; since then, both sides have been attempting, in the face of major problems, to mobilize. The League's efforts have been hampered by uncertainty about the attitude of the Domain of Alatzar, a hereditary foe, and has been forced to muster its forces with one eye on that sensitive border. In the Hegemony, the problem is a sudden flareup of resistance to the government brought on by the declaration of war; a resistance which has even involved some neo-nationalist movements on Desaekhe itself. Despite these handicaps, both sides will be in the position, before long, to launch full-scale operations.

The League Military Intelligence Division maintains agents in the Hegemony and has some contact with the various resistance groups struggling against the oppressive Descarothe government. One key agent, a member of one of the old Noble families named stazhlekh, has been in a position to pass on information of extreme value concerning Hegemonic military plans and operations. Stazhlekh received an appointment to the Tribunal General Staff largely as a sop to the still-strong nobility, but he has never been comfortable with the High Tribunal or the unification of Desaekhe. Stazhlekh sought to overturn the Tribunal and has set up an arrangement with local resistance leaders to pass his information to the League.

Hidden deep in the asteroid belt of the Desaekhe system, a League listening station has been established, using a small asteroid starship. It has maintained a low profile but is in the position to monitor transmissions from the resistance and dispatch courier ships to the League. Nine days ago, the listening post picked up a priority transmission from Stazhlekh's resistance contacts. Major Karalgun shows it to the party:

> STAZHLEKH TAKEN ATTEMPTING TO SEND VITAL INFO STOP REPORT GIVES DATA ON HEGEMONY PLAN TO ATTACK LEAGUE STOP MESSAGE INTERRUPTED BEFORE DETAILS SENT STOP STAZHLEKH HELD UNDER HOUSE ARREST PENDING INVESTIGATION STOP MESSAGE INDICATES SIXTY DAYS AT MOST BEFORE PLAN EXECUTED STOP OUR PEOPLE POWERLESS TO GAIN MORE DATA STOP STAZHLEKH CLOSELY GUARDED BY MERAZHAR AT KLACARHIL HOLDFAST STOP REQUEST INSTRUCTIONS STOP REQUEST ASSISTANCE IF AVAILABLE STOP
>
> MENEERA
>
> MESSAGE ENDS

It is essential, the Major says, that the League receive the details of Stazhlekh's report. That can only be accomplished by rescuing him from the mountain villa where he is being held, an old family estate overlooking the town of Klathu. He is being guarded by the Hegemony's feared secret police the MaRaZhar, and a rescue attempt will be difficult. The resistance is quite unable to penetrate the security to carry off the mission, leaving the League with only one choice — a raid, a job for specialists in commando operations.

The adventurers, all mustered up within the past year (before the declaration of war froze all discharges), are the best men available on Alzenei. Major Karalgun is looking for volunteers; while he could authorize that the group be recalled to colors under the current decreed State of Emergency, he would rather the group made the effort without coercion. Cr5000 per man is offered for them to undertake the mission with Cr50,0000 bonus offered to the party for successfully returning the details of the Stazhlekh Report.

The group will have a free hand in drawing equipment — anything up to Tech Level 12 — for the mission. They will be going in aboard a disguised starship; they are not expected to need vehicles or other large equipment.

Information is available to help them plan their attack. Once the party accepts the offer, the major proceeds to outline the details of the plan. . .

Referee's Notes: Around 15 minutes should be allowed for equipment selection, planning, and review of available information. During this time, players may be given access to material entitled The Plan in the various sections on the execution of the raid.

Desaekha

Desaekhe: Planet in the Jungleblutt subsector of the Far Fronties Sector. The official planetary statistics, based on the League Survey of 1049 (amended 1102), are as follows:

Desaekhe/Jungleblut 0104 CG53738-9

Planet: Second of five in the system. Period 2694 days. Density 1.12 standard. Equatorial diameter 9655 kms. Mean surface gravity .849. Rotational period 24 hours, 15 minutes, 10.88 seconds. Axial inclination 4^{O} 26' 10.8".

Remarks: Desaekhe is the capital of the Descarothe Hegemony, a small interstellar community embracing some three systems. The Hegemony has pursued a policy of aggressive expansion often directed at the peaceful and often ponderous League of Suns.

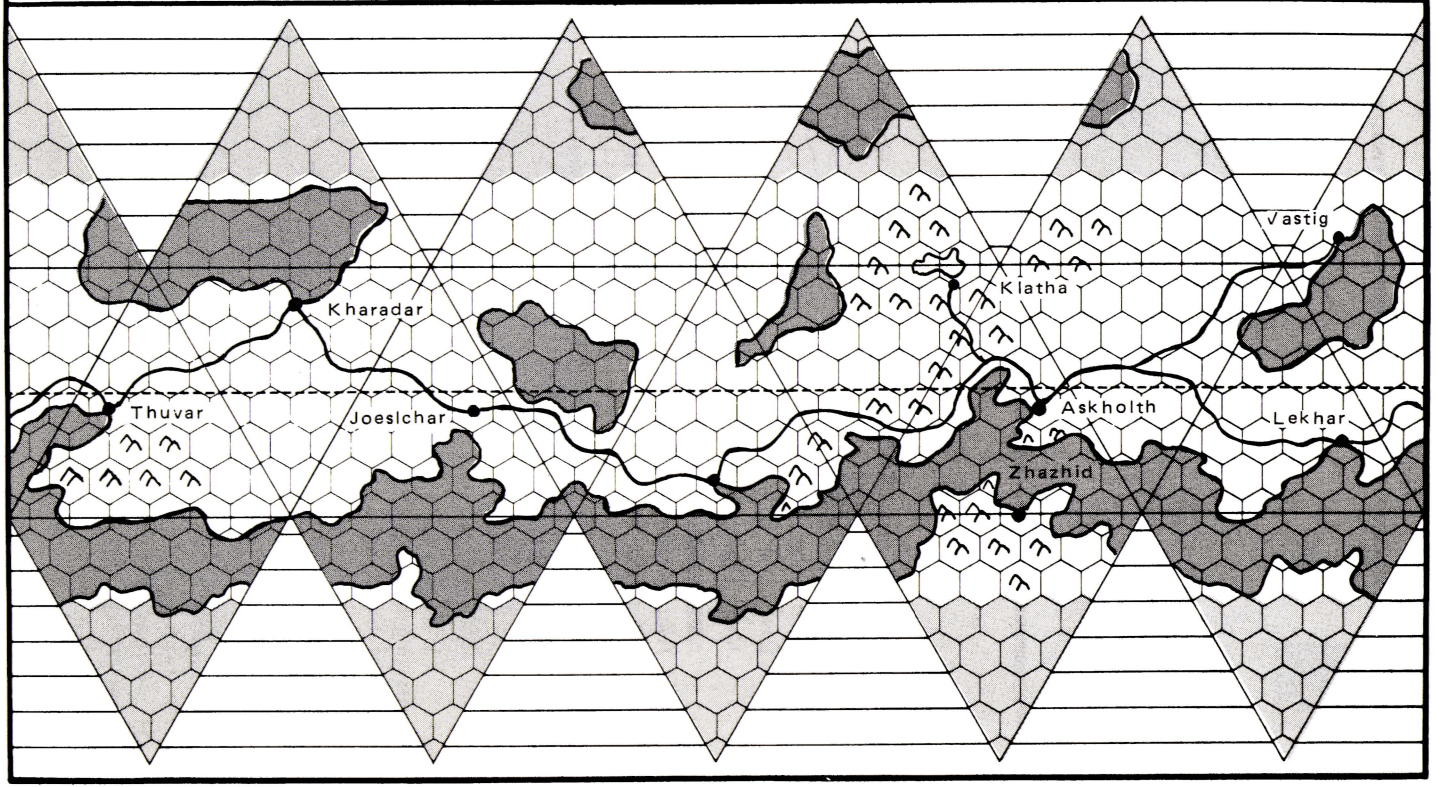
Until recently (1088), Desaethe was a rather backward world with a poorly organized agricultural base and feeble industry. The High Tribunal, a committee of five of the most prominent semi-feudal lords from the planet's primary continents was orgainized in that year. Within a decade, tribunal military forces brought the rest of the planet under control. A massive program of industrialization an technological advancement, possibly backed by offworld finances, propelled the world into a position of considerable local power. This was further enhanced as various obsolete ships of Zhodani design were added to the planetary navy by purchases made among a number of nearby Zhodani-aligned client states.

By 1103, the Descar Navy had forced two neighboring worlds to join in the Descarothe Hegemony, a tightly controlled empire thinly disguised as a federation of worlds united against League influence. With this base, Desaekhe, far more aggressive than the League, has become a major influence in subsector politics. A dispute over Qarant in 1105 led to a co-dominium status for the world, with full status for the world, with full rights of exploration and research allowed both worlds. The Hegemony has been much more active there than the League since that time though the Institute for Systems Studies does maintain a mission there.

All plánets of the Hegemony are posted Amber Zones for offworlders due to the xenophobic attitudes of the Desaekhen populace. League citizens are especially urged to use caution.

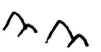
IS FORM 8

WORLD MAP GRID	1. Date of Preparation	2. World Name Desaekhe
3. USP C653 739-9 HS Hegemony Capital A	4. Hex Scale 842 kms	



Terrain Key Desaekhe

Water



Mountain

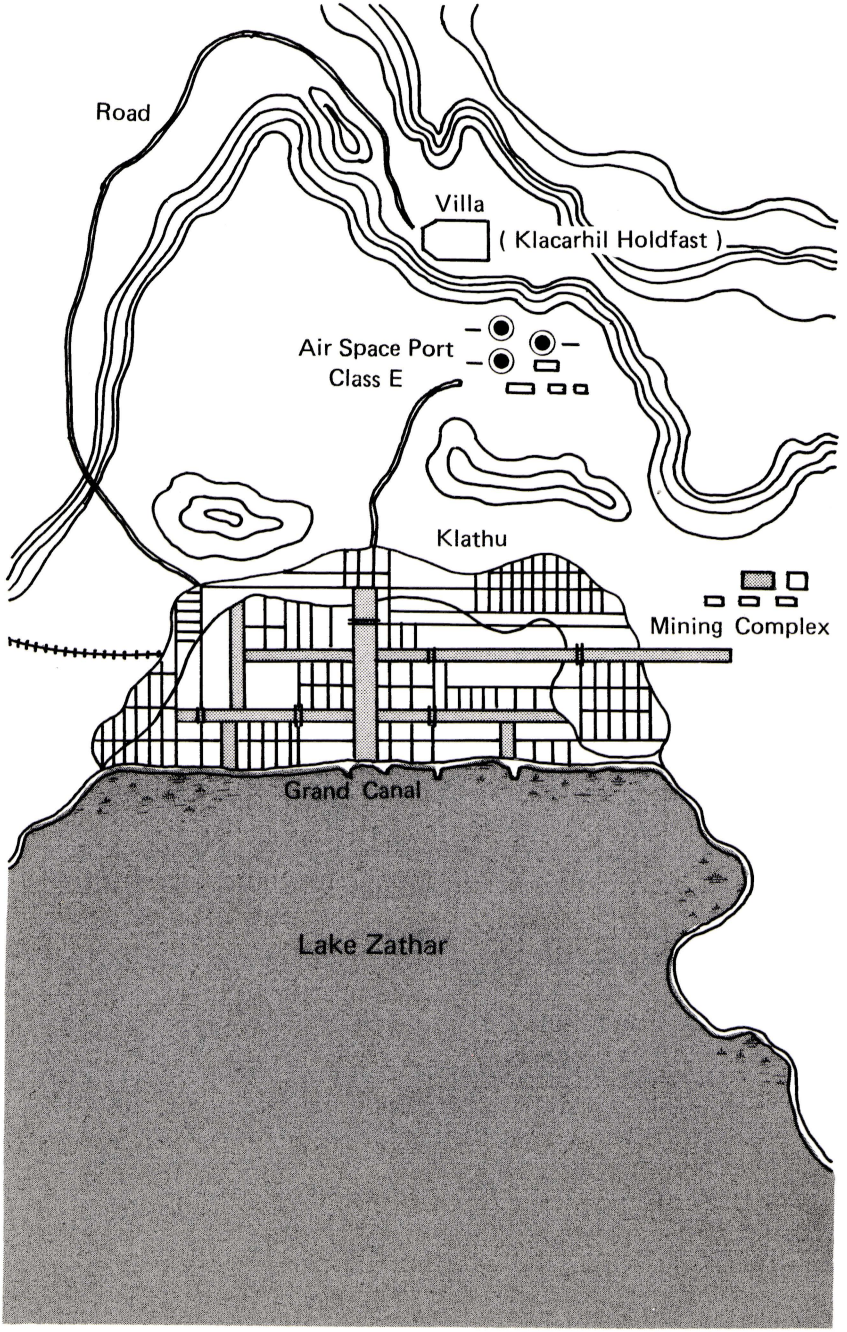
Ice Caps

Klathu

Town in the Thurais district of Desaekhe, situated on and around Lake Zathar.
Population (1101): 67,506
Tech Level: 7
Law Level: 8
Mean Temperature: Summer 18° Cm Winter -5° C
Annual precipitation: 100 cm.
Average Humidity: 57%
Industries: Raw materials (iron, coal, copper); fishing; lumber; some agriculture.
Points of Interest: Klakarhil Holdfast, the Grand Canal.

Though small compared to the major cities of Desaekhe, Klathu is an interesting town demonstrating many of the world's older feudal traditions. Much of the town is built on Lake Zathar itself, rising above the water on stilts and elaborate platforms. The primary transport within Klathu is by motorboat and sea planes are used to connect the town to the outside world. A single rail line also runs to Askhleth, the nearest major urban center, but this is often cut by bad weather in Thunarak, the High Pass to the east of the town.

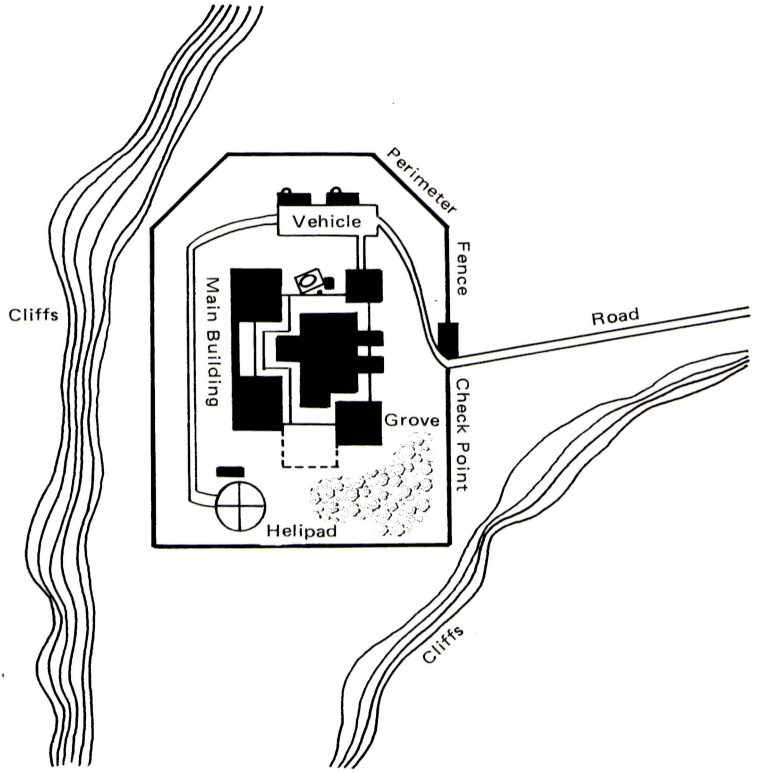
Little affected by the changes in Desaekhe's government, Klathu is very much a place of the past. The strongest loyalty of the citizenry is still to the town and to Klacarhil, the local barony. In point of fact, the direct line of Klacarhil was ended in 1094 when the last heir died during the War of Unification. Since that time the property has been held by Stazhlekh, a relative by marriage of the old baronial family. A certain amount of residual loyalty for the Lord of the Holdfast has lingered around Stazhlekh.


Road
Villa
(Klacarhil Holdfast)
Air Space Port
Class E
Klathu
Mining Complex
Grand Canal
Lake Zathar

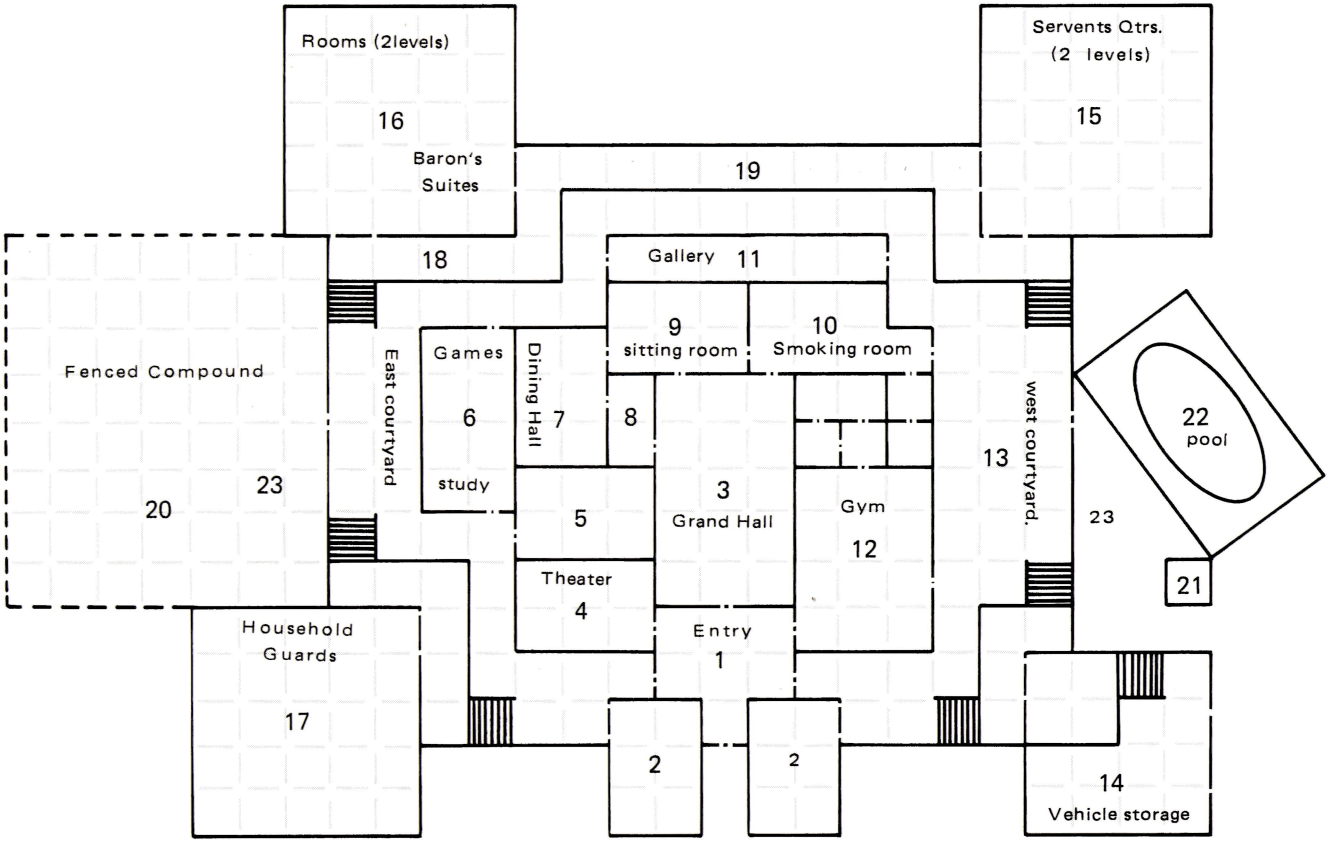
Klacarhil Holdfast

The seat of power for the old Klacarhil Barony, traditional rulers of the region around Klathu, Klacarhil Holdfast is an estate located on a spur of the mountains overlooking the town. Originally built there for the advantages provided in defensibility and isolation, key elements in the old Feudal Wars of Desaekhe, the Holdfast continued in popularity after the nobility began to decline because of its remoteness and the picturesque view afforded of the town below.

Built in a style popular two centuries ago, the main building simulates the appearance of much older feudal fortresses, but the current structure was never intended to resist a major military operation. The dawn of advanced technology on Desaekhe has brought the addition of several incongruous touches, including an electrified compound fence, a heliport, a swimming pool, and a paved parking area. These additions reflect the continued function of the Holdfast as a family retreat for the wealthy Barons as well as a part-time regional center of government. Since the unification of the world, such compounds have usually been staffed with household or Tribunal troops and turned in HQs for local garrisons and government workers. It is to be imagined that McRaZhar has also set up an HQ at Klacahil Holdfast as part of their house arrest for Stazhlekh and their continuing efforts to clamp down on the local resistance.



Compound Scale : 4.5m/square



Raid On Desaekhe

The day after their meeting with Major Karalgun the party embarks aboard a Fanzhienz class Far Trader, an old Zhodani-built ship which now plies the star lanes of the Far Frontiers. Many ships of this type operated out of Desaekhe as peacetime merchantmen, purchased like other Descarothe ships from neighboring states (such as the Domain of Alatzar) which in turn acquired them from the Consulate. With the onset of war, the Hegemony mobilized these trading vessels as transports, couriers, and rear-echelon supply vessels; a Fanzhienz-class is an excellent means of penetrating Descarothe space successfully.

APPROACH

The Plan: After a week in jump, the ship is to emerge in a distant part of the Desaekhe system, near the outermost gas giant. Once it has done so, the ship will be powered down to minimum levels in order to escape detection, and will then wait for the next move.

At about the same time, a group of League fighting ships will jump into the system in the vicinity of the other gas giant, which is known to be the location of a fairly important Descarothe military installation. This force will make an attack, hoping to provoke a response from the Hegemonic Navy.

When the battle is joined, the team is to make their move. The far trader will proceed to Desaekhe as quickly as possible; a journey of about four days. By this time, of course, the raiding force will have withdrawn to the fringes of the system. It is intended to act as a distraction for Hegemonic attention; the Fanzhienz class trader will be approaching from a completly different area and should go practically unnoticed. The ship's pilot, a taciturn League Scout named Valerian, speaks fluent Descar, and has current (hopefully) codes and signals captured from a Hegemonic vessel taken during the fighting near Qarant. This should serve to get the Fanzhienz into orbit over Desaekhe.

Referee's Notes: Encounters during the approach are at the discretion of the referee; a suggested random roll of 8+ to trigger an encounter is suggested. If an encounter takes place, it should be with a single patrol craft (if available, FASA's *adventure Class Ships* , Volume 1 provides several good choices for former Zhodani craft now in Hegemonic service). Use the Reaction Table for conducting any bluffs needed to get past the patrol. The Reaction Table must also be used upon taking up orbit to see that ground control clears them for approach to the planet.

The Plan: Once in orbit, the ship is to file for a special landing approach to the Klacarhil Holdfast heliport, claiming MeRaZhar business. Providing no suspicion has been previously aroused, the available authentication codes should clear the way for this. Few care to question MeRaZhar motives or actions.

On landing at the Holdfast, the group — disguised in Descarothe military garb — must get into the Holdfast proper, find Stazhlekh, and get him out. From this point on, the operation will depend upon circumstances.

Stazhlekh must be found, freed, and brought back to the ship. Care should be taken to learn the details of his report as soon as possible in order to safeguard the information in the event of his death during the withdrawal.

The party will then fall back to the ship and proceed to implement the planned escape operation.

Referee's Notes: Orbital and landing procedures call for additional Reaction Rolls during communications with the ground. Adverse reactions will cause a squadron of fighters to be scrambled from the nearest port, which is some 3,000 kilometers (or about an hour's flight) away. These are heavy fighters of the Zhodani KIA class. This happens any time the group fails to convince the locals that they belong or whenever they undertake an overtly hostile act.

On landing, use the maps of the Compound and of the Holdfast Interior for resolving the action. The Holdfast Floor Plans section of the booklet (page15) details the layout of the building; the disposition of various guards and troops is discussed in Encounters, on page25.

Stazhlekh may be in one of several locations within the Holdfast. The referee should roll a die on the table below to determine the precise location before the raid gets under way.

1. Stazhlekh is in the Owner's Suite (Room number3 on the Tower plans, in the SE tower) under guard by two guards outside the door.

2. Stazhlekh is in a Detention Room (Room number1 on the Tower plans, in the NE tower). Three extra guards are posted nearby in addition to personnel normally stationed here.

3. Stazhlekh is being interrogated by two MeRaZhar officers in the Study. Two guards are inside and two more outside the room in addition to normal complements.

4. Stazhlekh is being escorted to the heliport to be taken to the capital for more intensive questioning. He will be taken through the fenced compound and out to the helicopter pad 2D minutes after the adventurers land, accompanied by 13 troopers (a full squad) and a MeRaZhar officer.

5. Stazhlekh's execution has been ordered. He will be taken to the fenced compound and shot by a firing squad (13 troopers supervised by a MeRaZhar officer) 3D minutes after the adventurers land.

6. Stazhlekh is in the Owner's Suite where he was taken after being tortured almost to the point of death. His physical stats are 032; if he is moved, 1D damage will be inflicted. If he can be revived (by someone with medical skill, at the cost of 1D-medical skill damage points) he can still relay the details of the report. Two guards are posted outside, and a MeRaZhar medical officer is attending him.

In order to find Stazhlekh, the group must either search room to room or capture and interrogate someone who knows where he is. Officers and NCOs automatically know Stazhlekh's location; enlisted men below the rank of NCO know only on a roll of 8+. Use normal rules for interrogation (from Book 4) to question people on Stazhlekh's whereabouts.

ESCAPE

The Plan: Once Stazhlekh or his information have been recovered, the party is to withdraw to their ship and lift off, hopefully before the arrival of fighters from the nearest base. Climbing to orbit as rapidly as possible, the ship should be able to make jump under cover of a renewed diversionary assault to be staged by the League raiding force in coordination with this phase of the operation. Once the ship has escaped into hyperspace, the attack will be broken off and the raiding force withdrawn.

In case of difficulty, two alternative plans are suggested; first, contact could be established with the local resistance movement who could provide refuge and a communications channel out. Or, if the ship escapes from Desaekhe but looks unable to jump before being caught, a general transmission of the Stazhlekh information will be sufficient to accomplish the mission.

Referee's Notes: The referee should keep track of the time which elapses from the moment controllers scramble fighters to attack the party. One hour plus 2D minutes are required for the fighters to reach Klathu; if the group rises into orbit, the fighters will follow. Their 6-G acceleration will allow them to rapidly close the gap with the free trader. There are a total of 2D fighters in the squadron.

If the party is unable or unwilling to escape into space, it will be necessary to attempt to rendezvous with partisan operatives. A rendezvous point has been arranged at the mining camp near Klathu.

Exact resolution of such a situation will call for extra referee input. The area map shows the overall layout, but specific details must be worked out. In general, a rendezvous with partisans will be the end of this adventure (when they transmit details of the Stazhlekh report to the League Squadron), but will be the foundation of other adventures that could involve partisan operations or attempts to escape from Desaekhe.

Book II Starship Combat, *Mayday,* or *High Guard* may come into play if the group does choose to head for a jump escape. Again, the referee has considerable leeway in implementing such operations. It is suggested that attempts be made to build to an exciting, satisfying climax, in which the group can participate as turret gunners, ship pilots, and the like. The adventure concludes when they jump or if the referee rolls a 9+ when the group announces an attempt to punch a signal through Descarothe jamming. A communication roll may be made once every 5 minutes. Characters with Commo or Jack-of-all-Trades skill can influence these rolls.

The key presented below should serve as a rough guide for the layout and potential for encounters for the Holdfast. The referee should feel free to add additional details and embellishments as desired and may wish to draw individual rooms to 15 mm scale to facilitate resolution of battles and encounters.

The overall plans for the Holdfast are drawn at a scale of 4.5 meters per square. Detail maps for use when investigating the towers are drawn at the more usual 1.5 meters per square scale.

1. Entry Foyer. No guards are visible in this chamber but electronic surveilance monitors the area constantly, and troops are on duty in the two adjacent guardrooms (2). Not shown on this scale are closets, a WC and the visitor's chairs which are present along various walls. Troops: None.

2. Guardroom. These two areas are the security centers for the compound. Each is subdivided into smaller rooms, housing monitor stations, equipment storage, and a dayroom where the duty squad in each area relaxes between calls. Firing slits, including one in each area mounting a heavy machine gun, command the approach to the main entrance. Troops: 1 squad each.

3. Grand Hall. This magnificent chamber is a holdover from the days when the Holdfast was a seat of local feudal power. A raised dais on the south wall holds the Baron's seat, while seating is provided around the room for audiences and meetings of the town councils from Klathu. Troops: 2 sentries at main entrance.

4. Theater. A modern addition, this private theâtre seats thirty. It has not been used since the arrest of Stazhlekh, and is neither occupied nor guarded.

5. Library. Stazhlekh's large and impressive collection of books and records is kept here. The library is often used by the garrison and MeRaZhar officers for reference material. It is not guarded, but an officer may be encountered here on a roll of 9+.

6. Study. Working headquarters for the McRaZhar staff. Major Harhuna and at least two other officers will be found inside at all times, and one entry is posted at each door. More personnel will be present if Stazhlekh is being interrogated.

7. Dining Hall. This room is used by the MeRaZhar and garrison officers as a sort of wardroom. 1D officers (of either or both groups) may be found here on a roll of 8+.

8. Kitchen. No troops will be present in the kitchen, but 1D servants are always here.

9. Sitting Room. This relaxing, comfortable room is rarely used. No troops are likely to be present, but a servant may be there on a 10+.

10. Smoking Room. Similar to number 9, above.

11. Gallery. A long, narrow room with various old paintings on display. No troops or servants are likely to be present.

12. Gymnasium. A large, private gym which includes a nullball court, a small shooting range, and other recreational facilities. The complex of rooms on the south end of the gym include showers, saunas, and changing rooms.

13. Courtyards. These areas are open to the sky, and usually empty. Soldiers or servants may be present on a roll of 10+.

14. Vehicle Storage. Formerly a two-level tower, this was converted into a vehicle garage by a previous Baron. The upper level contains storage space and a small workshop; the lower one stores five groundcars of various types. Two sentries are present.

15. Servant's Tower. A two-level tower containing quarters for servants and workers. See Tower detail map.

16. Owner's Tower. A two-level tower containing rooms and suites used by the Baron and other family and guests. See Tower detail map.

17. Barracks Tower. Two-level tower containing quarters for household troops, now used by the local garrison. See Tower detail map.

18. Parapets. Each parapet has two sentries posted.

19. South Parapet. Two additional setnries are posted along the south wall.

20. Fenced Compound. An open courtyard surrounded by a low wire fence. Normally unoccupied.

21. Pool House. Equipment and supplies for the maintenance of the pool facility (22) are kept here. Normally unoccupied.

22. Pool. A fenced deck surrounds the elliptical pool, which has been drained and locked up.

23. Guardpost. Sentry posts, each with two guards, are set up adjacent to each entrance.

General Information:

External walls are three meters high, and built of stone. Parapets are two meters above ground level. Stone walls are breached if 500 damage points are scored against them by weapons hits.

Internal walls are of sturdy woodframe with stone outside and plaster within.

TOWER DETAILS

One set of plans is provided for use with any of the three towers that might be entered. The precise layout of room descriptions may vary from one tower to another, but they are generally quite similar to one another. Specific information on individual towers is provided in the key below.

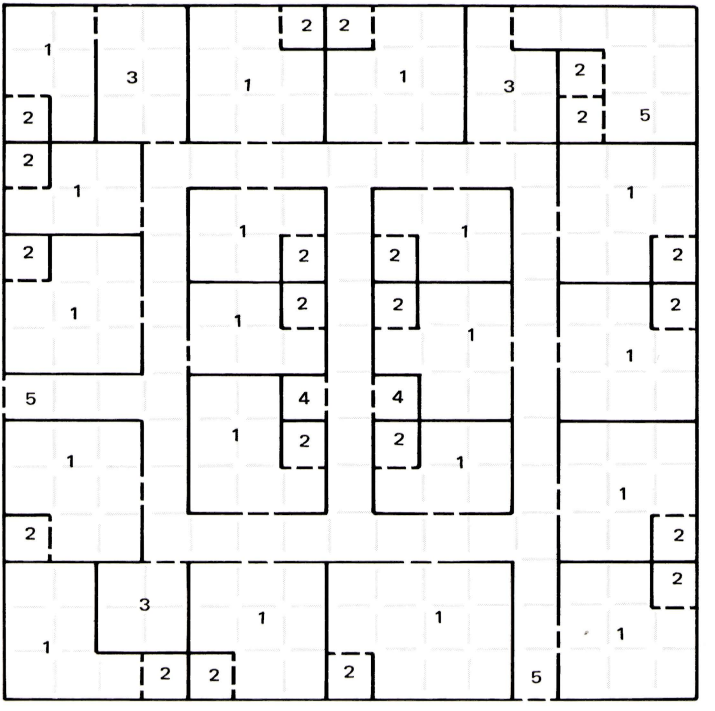
Upper level

1. Bedroom. These rooms contain ordinary bedroom furniture. In the servant's tower, these are used by members of the household staff, and are occupied on a roll of 9+. In the Owner's tower, these may be occupied by MeRaZhar officers or personnel, on a roll of 9+. In the Barracks tower, garrison personnel may be present on a roll of 7+.
2. WC. Bathroom and shower facilities are located here.
3. Sitting Room. Suites include small sitting room in addition to bedrooms. Any suite is probably used by a senior officer. The suite marked with an 'S' is Stazhlekh's; he will be here under certain circumstances explained previously.
4. Spiral Stairs. These lead to the lower level.
5. Entrances. Not all towers have two entrances; if only one is marked on the Holdfast map, the other is simply a corridor ending in a small closet.

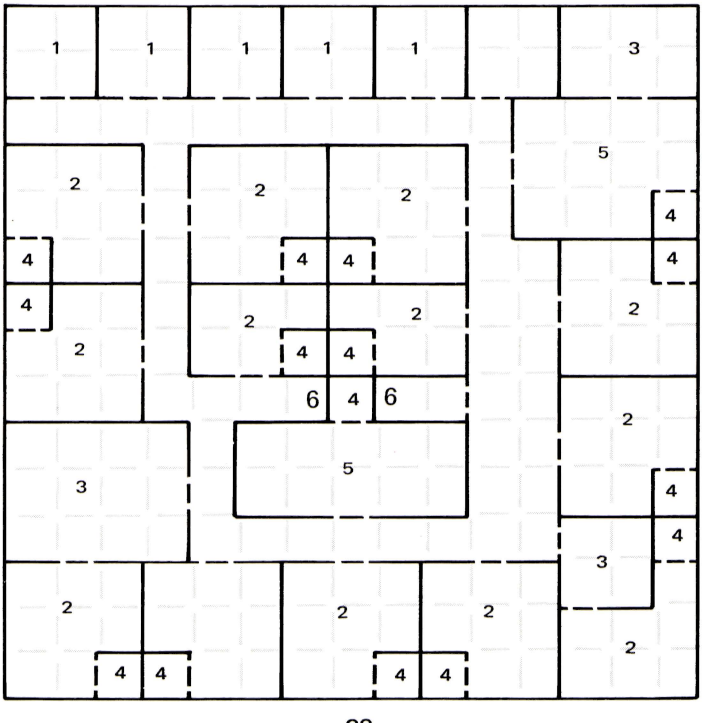
Lower Level:

1. Small Rooms: In the servant's quarters and the Owner's tower, these rooms are storage areas, rarely used. In the Barracks towers, they are used as detention cells. One, marked 'S', may hold Stazhlekh under certain circumstances.
2. Bedrooms: As described above.
3. Sitting Rooms: As described above.
4. WC: As described above.
5. Lounge: A large room used as a general sitting room and communal area. In the servant's tower, 1D staff will be present on a roll of 8+; in the Barracks, 2D troopers on a roll of7+; in the Owner's tower, 1D MeRaZhar on a roll of 9+.
6. Spiral Stairs: Lead to upper level.

Tower Layouts Scale: 1.5 Meters Upper Level



Lower Level



Non-Player Characters

Thomas Valerian
Ex-Scout 596782 Age 38 5 terms Cr50,000
Pilot-4, Engineering-3, JOT-1, Carbine-1, Carbine
Electronics-1, Navigation-1.

Valerian was chosen to fly the raiding ship because of his familiarity with Desaekhe and the Descar language. As he is serving as both pilot and engineer, his skills are each reduced by one during the adventure. It is possible for characters with Ship's Boat skill to fly the ship (at skill level-2), but they may not set up or execute a jump. This makes Valerian an important asset that must be kept safe.

Vlencar Stazhlekh
Army General 79989C Age 42 6 terms Cr100,000
Tactics-3, Leader-2, Rifle-2, Wheeled Vehicle-2, Admin-2, Auto Pistol-1

A nervous individual, Stazhlekh has been in Me Ra Zhar hands long enough to know that he doesn't want to fall in their hands again. He is also concerned that he will be left behind if his rescuers learn the details of his report, and hence no longer need him. Therefore, he is slow in revealing details. Only if he is actually dying, or if the adventurers give proof of their determination to rescue him by getting him out of some especially tight spot, for instance, will Stazhlekh actually give out his information. Otherwise, he will guard his tongue jealously.

Army Colonel Mahzharr 9A8AAB Age 38 5 terms Cr 50,000 Leader-3, Rifle-2, Ground car-1, SMG-1, Admin-1, Tactics-2, Revolver-2, Forward Observer-1, Revolver-1,

Colonel Mahzharr is a proud officer of noble parentage, with strict ideas of honor and the traditions of the Old Descar tradition. He is somewhat ill-at-ease under the new Tribunal regime, but his ingrained obedience and loyalty to those above him carry him through his doubts and uncertainties. Formerly garrison commander on Qarant, Mahzkharr has suffered a reassignment to a far less important post as a result of his part in the mishandled Sky Raiders affair. He is now district governor of the area around Klathu, and commands the Klacarhil garrison.

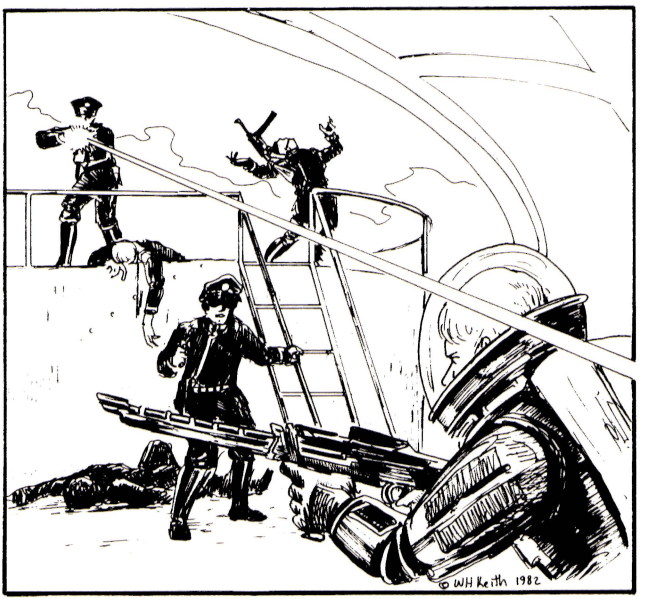
Major Harhuna 58B695 Age 34 4 terms Cr60,000
Leader-2, SMG-2, Admin-2, Revolver-1, Computer-1, Tactics-1, Ground Car-1.

Chief of the Me Ra Zhar operatives in the area around Klathu, Harhuna is a tight-lipped, sadistic officer with an exaggerated opinion of his own abilities and importance. A Fanatic supporter of the Tribunal, Harhuna will stop at nothing to overcome all opposition.

Encounters

Before an alarm is raised, encounters within the Holdfast are regulated by the descriptions of the various rooms. Outside the compound, 1D soldiers are automatically encountered at any given building shown on the map or in roving security patrols on a roll of 9+ made each half hour.

Once hostile actions raise an alarm, sentires remain in place but soldiers are no longer encountered off-duty in the various rooms of the towers. These personnel will instead form into squads who will be pursuing the player characters. There are a total of perhaps 60 troops available for such duty. Their movements and actions are left to the discretion of the referee.



External numbers are a total of 40 individuals, who make up the sentries and patrols mentioned above. They may be called in to reinforce the internal troops, or take such other action as the referee deems reasonable.

Several typical officers, sentries , and squad members are given below. They may be drawn upon for encounters as desired, or different NPCs substituted.

OFFICERS

1.	MeRaZhar Captain	78A9A5	Revolver-3, Leader-1	Revolver
2.	MeRaZhar Captain	998673	SMG-2	SMG
3.	MeRaZhar Lieutenant	869554	AutoPistol-2, Tactics-1	AutoPistol
4.	MeRaZhar Lieutenant	874968	Revolver-1, Leader-2	Revolver
5.	MeRaZhar Lieutenant	BA9476	SMG-2, Brawling-2	SMG
6.	MeRaZhar Lieutenant	688A95	AutoPistol-3, Leader-3	AutoPistol
7.	Army Major	59876B	Revolver-2, Tactics-1	Revolver
8.	Army Captain	669859	Revolver-1, Leader-1	Revolver
9.	Army Captain	88B968	SMG-3	SMG
10.	Army Lieutenant	95738A	Revolver-1	Revolver
11.	Army Lieutenant	84B766	SMG-2, Leader-1	SMG
12.	Army Lieutenant	69558B	Autopistol-2	Autopistol
13.	Army Lieutenant	99A87A	SMG-1, Tactics-2	SMG
14.	Army Lieutenant	7B9A88	Revolver-1, Medical-3	Revolver

SENTRIES

1.	Trooper	BA7645	Rifle-2	Rifle
2.	Trooper	79B996	Rifle-3	Rifle
3.	Trooper	86A355	Rifle-1	Rifle
4.	Trooper	5498A7	Rifle-2	Rifle
5.	Trooper	889796	Rifle-1	Rifle
6.	Trooper	ABA645	Rifle-0, Brawling-2	Rifle

TROOPS

1st Squad

1.	NCO	886974	SMG-1	SMG
2.	NCO	969856	SMG-2	SMG
3.	Trooper	598463	Rifle-1	Rifle
4.	Trooper	849772	Rifle-1	Rifle
5.	Trooper	68B598	Rifle-3	Rifle
6.	NCO	799847	SMG-2	SMG
7.	Trooper	BBC426	Rifle-1, Brawling-1	Rifle
8.	Trooper	GA9974	Rifle-0	Rifle
9.	Trooper	845593	Rifle-2	Rifle
10.	NCP	388787	SMG-3	SMG
11.	Trooper	5B6698	Rifle-3	Rifle
12.	Trooper	A7B863	Rifle-1	Rifle
13.	Trooper	489992	Rifle-2	Rifle

SERVANTS

Servants, when encountered, may be generated randomly. A servant's reaction (see Reaction rules, *Traveller* Book 3) will indicate the individual's response to the characters. A favorable response indicates willingness to help, while an unfavorable one means hostility. Servants might raise an alarm, conceal player characters, or otherwise help or hinder their efforts. On a roll of 10+, a particular servant may know Stazhlekh's current location.

Fanzhienz Class Far Trader

The Fanzhienz class starship is the Zhodani version of the Type A2 Far Trader (described in *GDW* Supplement 7, *Traders and Gunboat*). These ships can be encountered throughout the Zhodani Consulate, in regions bordering along the Consulate, and in regions bordering along the Consulate. Some are even found in the Imperial portions of the Spinward Marches and they are common in areas of client states such as the Far Frontiers.

Far Trader (Type A2): Using the type 200 hull, the far trader is capable of 1-G acceleration and jump-2. Fuel tankage is 50 tons and the ship incorporates fuel scoops for gas giant skimming. The bridge is standard and has a computer Model/1-bis installed. Two tons of fire control support the ship's two turrets. The ship has ten staterooms (three for the crew, seven for the passengers) and four low berths. A single air/raft is carried for various ship duties. The ship itself is streamlined for atmospheric landings. Cargo capacity is 61 tons.

The far trader costs MCr 66.175 to construct. The price includes architect's fees and design plan costs, but does not include weaponry added later.

Interior Details: The Zhodani far trader has the needle style lines of most Zhodani ship designs, though the needs of freight carriage dictate a broader form. The bridge is located forward; just aft of this is a lounge used by crew and passengers. The remainder of the upper deck is taken up by staterooms and engineering, with the lower deck holding the cargo area and the air/raft in a fitted hull compartment.

Fuel is stored in the after part of the lower deck,and in the fins and other surfaces above the main deck.

Weaponry: The Zodani far trader is often armed with triple missile turrets, or, alternatively, with two missiles and one sandcaster apiece.

Air/Raft: The air/raft is a standard, open-top model, similar to those found in the Imperium.

High Guard Stats:
A2(Z) -22211R1-000000-00000-0 MCr 59.56 200 tons
Crew = 3 TL = 9
Book 2 Design
Passengers = 7. Low = 4. Cargo = 71. Fuel = 50. Hardpoints = 2. Agility = 1.

This is an unarmed model; armed versions may be altered accordingly.

Some of the ships listed below may be useful in setting encounters during the course of the adventure. For those who have access to *High Guard* (Book 5), complete ship stats are provided. Those using Book 2 or *Mayday* rules may gain the information they need from the characteristics below each ship.

SHIVVA CLASS PATROL FRIGATE

FP-67424F2-030000-50003-1 MCr493.87 600 tons
batteries bearing 3 1 1 TL = 13
batteries 3 1 1 crew - 18 (incl. 10 pilots)
Cargo = 24. Fuel = 264. EP = 24. Agility = 2. One 50-ton fuel launch.
Ten 8-ton fighters.

Characteristics:
Size: 600 tons.
Performance: Jump-4. 2-G. Not streamlined.
Computer: Model/5 fib (Model 5 with backup)
Crew: 8, plus 10 fighter pilots.
Craft: Ten 8-ton fighters, plus one Fuel launch.
Armament: Three triple sand caster turrets, one triple laser turret, one triple missile turret.

STEDLAS CLASS SYSTEM DEFENSE BOAT

SB-4106BE2-E0000-00203-0 MCr 502.19 400 tons
batteries bearing 1 2 TL = 14
batteries 1 2 Crew = 10
Magazine = 10. Fuel = 44. EP = 44. Agility = 6. One 50-ton fighter.

Characteristics:
Size: 400 tons.
Performance: Jump-0. G-6. Streamlined.
Computer: Model/5 fib (Model/5 with backup).
Crew: 10.
Craft: One 50-ton fighter.
Armaments: Two single particle accelerator barbettes.
Two triple missile turrets.

NINZ CLASS TYPE S SCOUT

S-1122221-600000-00003-0 MCr 43.455 100 tons
batteries bearing 1 TL = 14
batteries 1 Crew = 2
Passengers = 8. Cargo = 6. Fuel = 22. EP = 2. Agility = 2. Air/Raft = 1.

Characteristics:

Size: 100 tons
Performance: Jump-2. 2-G. Streamlined.
Computer: Model/2.
Crew:2
Armaments: 1 triple missile turret.

50-TON FIGHTER

FH-0106L41-900000-05002-0 MCr68,835 50 tons

One fusion gun battery
One missile battery

Cargo = 1.5. Fuel = 10. EP = 10. Agility = 6. TL = 14. No Bridge. Crew = 2.

Characteristics:

Size: 50 tons.
Performance: Jump-0. 6-G. Streamlined.
Computer: Model/4. Treat as Model/3 without bridge.
Crew: 2
Armaments: One fusion gun. One missile rack.

8-TON FIGHTER

FM-0106D21-000000-00003-0 MCr15,324 8 tons

One missile battery. Cargo = 0. Fuel = 1.04. EP = 1.04. Agility = 6. TL = 13. Crew = 1.

Characteristics:

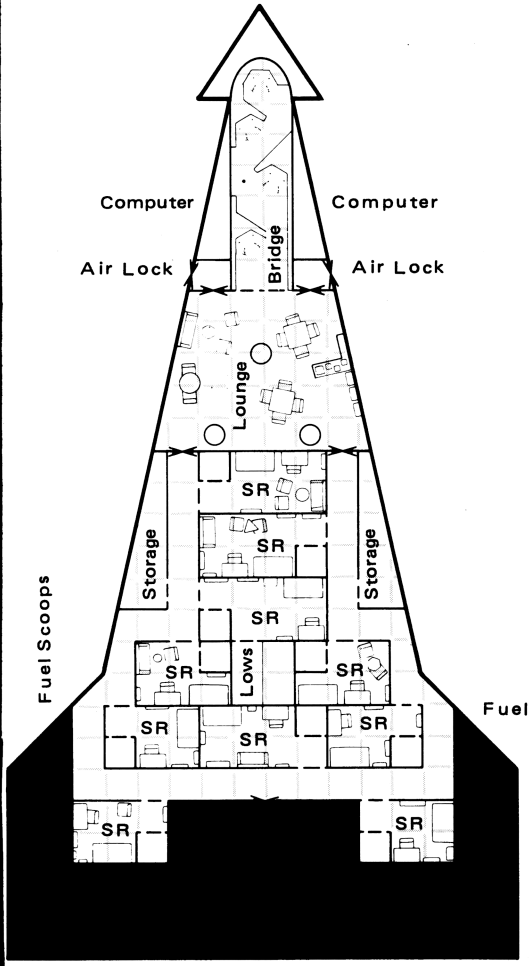
Size: 8 tons
Performance: Jump-0. 6 - G. Streamlined.
Computer: Model/2.
Crew: 1.
Armaments: One missile battery.

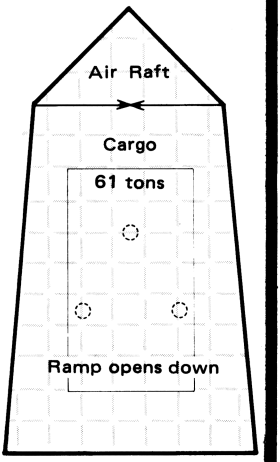
The Shivva class Patrol Frigate and 8-ton fighter are described in Traveller Adventures 4 *(Leviathan)* and 7 *(Broadsword),* both published by GDW.

Other ships are from *Adventure class ship's, Volume 1*, published by FASA.

FANZHIENZ Class
Far Trader

(Zhodani Model)





SOME MODIFICATIONS ARE STILL REQUIRED

Stazhlekh's information on Hegemonic plans is of great importance to the League. There are several vital revelations contained in his report.

First and definitely foremost is the news that the Domain of Alntzar has signed a secret alliance with the Hegemony. By the terms of this agreement a Hegemonic squadron is to build in the Qarant/Desaekhe region, directly threatening the League capital of Alzenei and causing the League to draw off strength from other sections of the border. When the time is right, Alntzaran fleet elements will smash across the frontier to take the two key League worlds of Gniadek and Kokkelen. The blow is predicted to be sufficient to end the war almost immediately since the two threatened worlds are among the most important in the League.

There are other details in Stazhlekh's infromation as well--specifices on concentrations of Hegemonic fleet units, plans for the buildup of an advanced base at Qarant and similar worthwhile data. Finally, there are notes on a planned summit conference between Hegemonic and Alntzaran Naval commands to coordinate further planning; this information, properly used, could well give the League a chance to mount a useful attack on the site of the Conference.

With this information in hand, the League will be in a position to avoid the enemy plans, knowing that they cannot risk the Alntzar border. In addition, the intelligence on enemy dispositions gives the League a chance to inflict some telling blows before the enemy is fully mobiized.

Once the adventurers return to Alzenei, they will be given the promised remuneration. It is also most probable that they will be offered other jobs by the Military Intelligence Division, possibly in conjuction with the various partisan operations in the Hegemony.

The Stazhlekh Report is an unusual adventure. It is perfectly perfectly straight Forward, a military operation of the old school in the "rescue from the prison fortress" tradition. Yet there are other possiblility is made easier by easier by the inclusion of the area map--which enables players or referees to select possible "scenarios" for possible *Traveller, Mercenary,* or *Striker* adventures--and the various elements of background information included in the adventure.

Secondly, there are some of the new elements introduced here. The Zhodani designed Far Trader makes a nice change from the usual un-of-the-mill starships and is an excellent choice for use in other adventures and campaigns run in the Far Frontiers sector (or even in Spinward Marches). The floorplans of the Holdfast are suitable for almost any form of villa or retreat, providing one of the largest buidings for use with Traveller yet designed. These can easily be put to good use in many other places.

The Stazhlekh Report is not meant to break any unusual new ground. It is deigned to be a simple, straightforward Traveller adventure for players and referees who like action and adventure. We hope that it lives up to those goals in your eyes...for you, the referees and players who participate in these adventures, and who are our final judges.

Library Data

Alntzar, Domain of: Zhodani client state in the Jungleblut Subsector of the Far Frontiers sector. Once the dominant force in the region, the Domain was splintered by internal warfare some three hundred years ago. It is thought that this upheaval was in part engineered by Imperial agents seeking to threaten the Rimward flank of the Zhodani Consulate during the period of the Third Frontier War.

Regardless of the cause, the result of the crisis was a considerable attenuation of the Domain's power. A number of star systems successfully rebelled, becoming the nucleus of the League of Suns. This, in combination with Imperial clients elsewhere in the region (the Trelwyn Domain, for one), has led to a great weakening of the Domain's position. It is still supported by the Consulate but has little ability to exercise power beyond the Domain's present boundaries.

A weakened and rather decadent state, the Domain was regarded as the League's most dangerous competitor up until the appearance of the Descarothe Hegemony. Since that time, the balance of League military forces and attention has been steadily shifting to react to the smaller but far more aggressive Hegemony.

Alzenei: Star system in the Jungleblut Subsector of the Far Frontiers sector. Official statistics are:

Official statistics are:

Alzenei/Jungleblut 0304 878895-C S Rich G

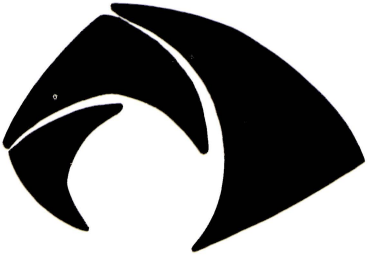
The Alzenei system is the hub and capital of the League of Suns, an Imperial allied state embracing some ten worlds in a loose coalition. An Imperial mission is maintained on the world, and the government, by treaty, services Imperial scout and naval units operating in this region of space. The Imperial presence has helped limit encroachment by neighboring Zhodani clients. The planet is an important center for trade and culture.

Crisis of 1108, The: Conflict between the League of Council session.

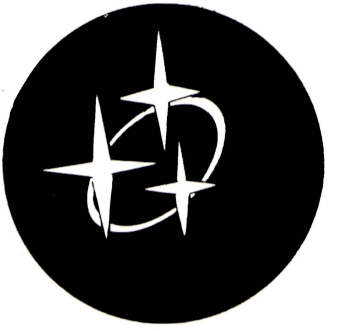
The clash was the inevitable result of the aggressive policies of the Hegemony from the late 1090s on. Its approximate cause, however, was the claim and counterclaim of wrongdoing arising out of a relatively minor incident on Qarant (q.v.) A League scientist, Dr. Lorain Messandi, was kidnapped by persons working in cooperation with the Hegemonic government and taken to Qarant into League and Hegemonic Zones in order to set her free, in the process acquiring important scientific information. The deterioration of relations that followed was capped by the raid on the League's Qarant Monitor Station (at the system gas giant), and the internment of various scientific personnel on Qarant itself. Armed hostilities continued. after this initial series of operations.

Referee's Note: Further information on events leading to the Crisis of 1108 is available in *Trail of the Sky Raiders*, published by FASA.

Desaekhe: See infromation on Page 10 .



Descarothe Hegemony



League of Suns

Descarothe Hegemony, The: Independent state in the Jungleblut Subsector of the Far Frontiers sector. The Hegemony is comprised of Desaekhe, the main world of the group, plus three systems conquered by Desaekhe during the world's aggressive interstellar expansion at the turn of the century. Although officially an association of worlds, the Descarothe Hegemony is in actual fact a budding empire like so many petty states of the frontiers.

Though not aligned with any external government, the Hegemony has followed a policy of aggression towards the League of Suns (an Imperial client) while acquiring equipment, ships, and technical support from the Domain of Alntzar, a Zhodani client state. As yet, however, no evidence of Zhodani involvement in any phase of the Hegemony's activities has been established.

League of Suns, The: Imperial client state in the Jungleblut Subsector of the Far Frontiers sector. Originally formed by a group of planets that rebelled against the Domain of Alntzar in 819, the League has provided a stable island of peace and prosperity in the region for nearly three hundred years.

The League is a loose coalition of worlds, with governmental functions centered at Alzenei. Treaty arrangements with the Imperium allow for Imperial use of League facilities for ships and squadrons operating in the area, in exchange for support against encroachment by Zhodani clients (including the remnants of the Domain).

MeRaZhar: Secret police arm of the Tribunal Guard of the Descarothe Hegemony. Short for Mekhlezhakh Ranhivira Zhariskhor (literally "Security Guardians of the Tribunal Lords"). The organization is military in nature, but largely responsible for political threats. It has broad powers, and is much feared.

Qarant: Star system in the Jungleblut subsector of the Far Frontiers sector.

Official statistics are:

Qarant/Jungleblut 0203 E448200-9 G

The planet of greatest interest in the system is small and only marginally habitable. Archeological investigations of the world have indicated that the primitive Tech 2 culture which once lived on the world descended from the so-called Sky Raiders, a race of raiders who flourished some 5,000 years ago.

These discoveries were among the factors which caused the Crisis of 1108 (q.v.)

Double Adventure

1010

The Harrensa Project

Approved For Use With Traveller™

fasa

The Harrensa Project

by Jim Cunningham

Dedication: To Craig Johnson, whose endless conversations on military strategy, tactics and history I will miss for the next four years.

Design Credits:
Adventure design: . . . . . Jim Cunningham
Assistance . . . . . .J. Andrew, Gordon Sheridan, Craig Johnson
Playtesting . . . . . Craig Johnson

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Introduction

This booklet contains two complete and independent adventures for Traveller. This adventure, The Harrensa Project deals with industrial espionage, personal combat, and survival in various environments.

This adventure should be administered by a referee who is familiar with it and basic *Traveller* (hard **Bound** or second edition preferable). Also required are pencils, paper, and two six-sided dice. In addition, Book 5, *High Guard,* Supplement 4, *Citizens of the Imperium,* and *Ordeal By Eshaar* may prove useful. Players may wish to refer to issues of High Passage magazine for additional data on The Old Expanses.

STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in this adventure.

Dates: All dates herein correspond to the Imperial calendar. The initial date for this adventure is 318-1108; 318 is the current day (the 318th day of the year) in the standard 365-day year, while 1108 is the current year in the Imperium. Once the adventure begins, time should flow normally. If necessary, the date should be changed to match a local situation.

Place: Most of this adventure takes place on Xulfor/Srys (0107-D35A573-6 and progresses to one other planet in the Srys subsector. Xulfor is a lesser-known world in The Old Expanses, having little to be recognized for other than the fact that it is one of the few waterworlds in the sector.

USING THIS ADVENTURE

The referee may use this adventure as an independent game situation with pregenerated characters (as written) or it may be used with characters from an existing campaign. Changes for an existing campaign should be obvious.

Referee's Checklist: The steps shown in the referee's checklist should guide the referee through the elements of administering this adventure. Characters are covered in this next section, then equipment purchase. The situation is stated on page 6, with additional materials contained in the remainder of the adventure.

REFEREE'S CHECKLIST

1. Assign characters.
2. Allow equipment purchase.
3. State situation.
4. Guide the characters through situation based on their actions.

CHARACTERS

This adventure is designed for a band of adventurers numbering at least two and no more than eight. A group of pre-generated characters is provided below; although the referee may allow other individuals instead.

1. Ex-Scout 247A88 Age 34 4 terms Cr 130,000
   Pilot-2, Bribery-1, Electronic-1, Medical-1, Computer-1, JOT-1, Mechanical-1
2. Retired Army Lt. Colonel 873857 Age 38 5 terms Cr 25,000
   Auto Rifle-2, SMG-2, Rifle-1, Fwd Obsv-1, Vehicle-1, Air Raft-2, Mechanical-1
3. Retired Merchant 2nd Officer 769BAA Age 42 6 terms Cr 22,000
   Medical-3, Vehicle-1, Computer-1, Gunnery-1, Mechanical-1, Navigation-1, Admin-1, Streewise-1, Shotgun-1
4. Retired Merchant 3rd Officer 7CC764 Age 38 5 terms Cr 40,000
   JOT-2, Gunnery-1, Steward-1, Medical-1, Electronic-1, Navigation-1, Streetwise-1
5. Ex-Marine 5A7E88 Age 30 3 terms Cr 5,000
   Cutlass-2, SMG-2, Tactics-1, Electronic-1
6. Ex-Marine Force Commander 89587B Age 34 4 terms Cr 60,000
   Cutlass-2, Laser Rifle-1, Vehicle-1, Computer-1, Leader-1, Auto Rifle-1, Medical-1
7. Ex-Army Trooper 86C7A7 Age 22 1 term Cr 10,000
   Brawling-1, SMG-1, Shotgun-1, Rifle-1
8. Ex-Other 642783 Age 38 5 terms Cr 21,000
   Streetwise-1, Vehicle-1, Gambling-1, Bribery-1, Shotgun-1

Referees using an ongoing campaign should ignore the remainder of this section.

The characters listed above have all recently left their respective careers and have been searching for work on Jenms/Srys (0108-C561659-9). Each has applied for a job with an agency which prefers to conceal its identity.This briefing session is the first time any of the characters have actually met representatives of their new employers, other than recruiting agents.

At this time the referee should allow time for equipment purchasing before the players are given the details of their mission. Any equipment in Book 3 is available subject to technology and law level. Details on additional equipment (which will be issued to the characters later in the adventure) are given elsewhere in this booklet.

Upon completion of the raid, the group is to travel to the Southern ice cap where the patrons have established a landing beacon to allow periodic covert landings away from the scrutiny of the planetary population. A ship will pick the group up and return them to Jenms.

The Briefing

The meeting takes place in a deserted section of Jenem's star port. The group, meeting for the first time, is given the following information by a middle-aged and well-dressed individual who wishes to remain anonymous. Her employer (whose name is not given) wants some material stolen from a small research facility. The research lab is located on Xulfor/Srys, a water world one parsec distant. The group is to break into the Laan Sarpons chemical Reseach facility, and steal all information and samples of what is known as "THE HARRENSA PROJECT". All the individual will say about the project is that it deals with drug research.

The group will be transported to Xulfor on a chartered subsidized merchant along with their equipment. To conceal their true identities and purpose, the patron has arranged a cover for the entire misssion described later.

The group is to raid the Laan Sarpons facility three days after arriving and be at the rendevous position at the ice cap two days after that. The parton stresses that this schedule must be adhered to, as no contact between the group and the pickup ship will be possible. This and the arctic rendezvous are required because of the need to carry out the mission undetected. Details of the raid are left up to the adventurers, so long as the time schedule is met. Equipment other than listed below must be obtained and paid for by the adventurers.

Referee's Note: The patron is a representative of the Psionics Institute and will not reval her employer because of psionic prejudice. She has had psionic training and among her abitities, has the read-surface-thoughts ability. She will use this ability to determine the adventurers' intentions and loyalty.

THE COVER

The group will be listed as a special research team from Aqua-steller Research to throw off any suspecting officials on Xulfor. All weapons and special equipment will be concealed in the group's submersible (described later) and should not be found by any customs inspectors. The patron will provide each member with forged identification which states that they are scientists employed by Aqua-Stellar Research (ASR). The group's official mission is the investigation of behavioral patterns of Xulfor's marine life.

EQUIPMENT

The group will be supplied with the following gear for their mission. The patron will inform them that they will be responsible for payment of any equipment severely damaged, destroyed, or left behind.

1 Aqua-Diver (described in detail later in this book)
1 Long range communicator
1 Binoculars
4 IR Goggles
4 LI Goggles
8 Electric Torches
3 Medical Kits
1 Lock Pick Set
56 Person Days Food
8 Cold Weather Clothing Type II
8 Artificial Gills
8 Swimming Equipment
5 Revolvers
3 Auto Pistols
4 Submachineguns
1 Shotgun
3 Auto Rifles
10 Clips of ammunition for each weapon listed above

The preceeding equipment is from Books 1 & 3, with some exceptions.

Cold Weather Clothing Type II. A head-to-toe garment made of several layers of fabric around an insulating layer of fluffy fibers. Immersion in water renders this clothing totally ineffective. TL 6. Cr 200.

Xulfor

The following information is common knowledge available on any library program.

Xulfor/Srys (D35A573-6). Non-industrial waterworld known for it's few foodstuffs manufactured from unique marine life on the planet. The planet has no significant land masses above sea level. Salos, the principal city, occupies much of the Salos Sea mount, one of the highest points on the world. There are both northern and southern ice caps, and several life forms have evolved to live on them and the surrounding sea.

Xulfor was settled in the mid-300s when some of the exploration teams decided to set up permanent residence in the original scout service base. A farming industry provides a modest income today.

The original habitation on Xulfor was an Imperial scout base. The original type 92 dome is used as the starport administration facility today.

The starport consists of a class D facility which is administered by a group of individuals from the Xulfor Central Council, which is a loose group of representatives from each city. The starport consists of a surface landing pad, which resembles a large off-shore oil rig. At the center of the pad is a shaft which contains elevators, etc. The shaft connects with the type 92 dome mentioned above. The landing pad is not essential, as most ships can simply land in the water and dive to the underwater plateau, but in practice few pilots are trained for such maneuvers, and accidents, sometimes serious, have occurred.

Most of the offices, warehouses, etc., are located in the main dome. Three satellite domes are now used as offices for each of the governments on Xulfor. These governments—Zavatech, Kungalow, and Asenmar—are fierce rivals; they have been forced by mutual distrust to turn the starport area and other offworld enclaves into a Free District, under no national control.

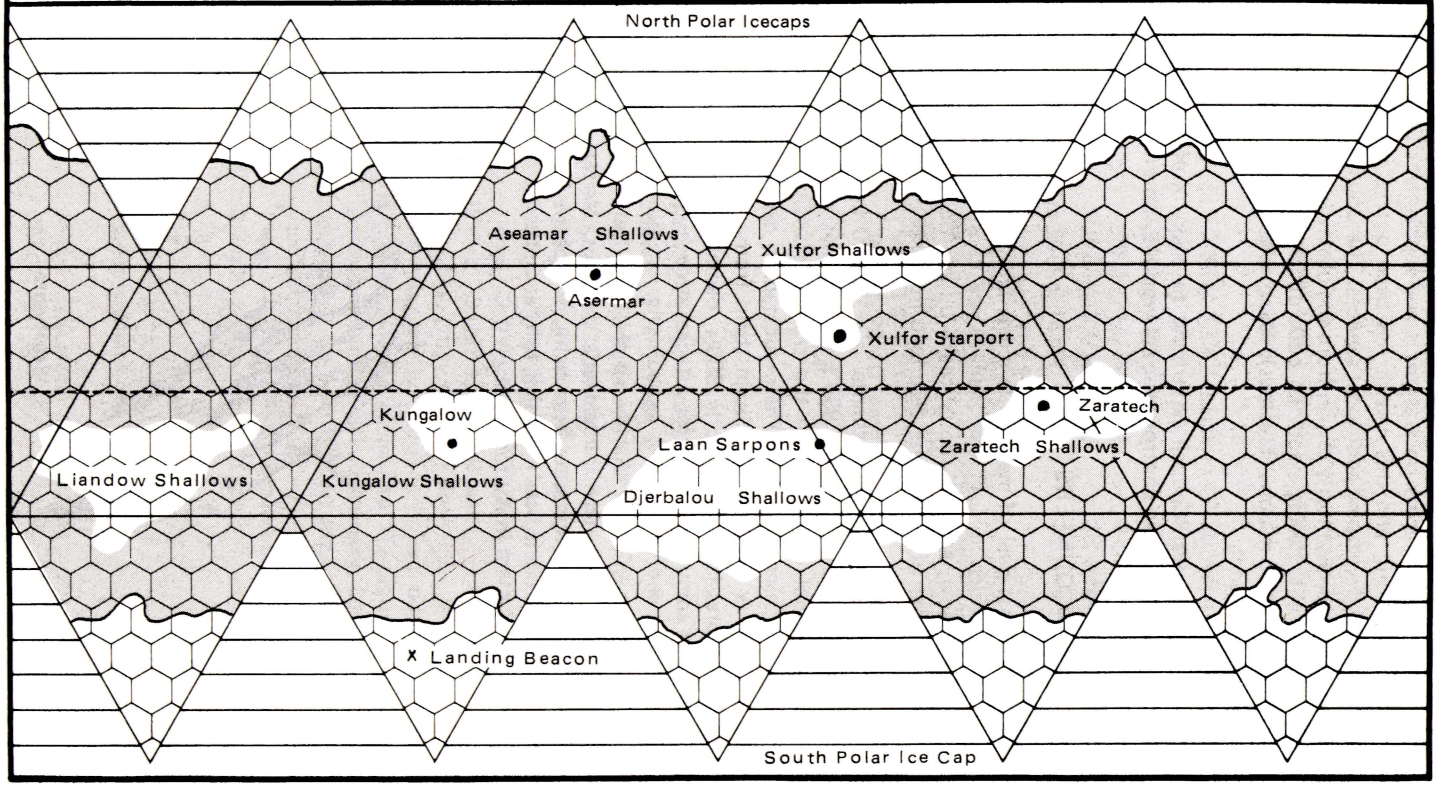
Zavatech and Kungalow are largely economic rivals, the former a representative democracy with a strong base in sea agriculture, the latter a feudal technocracy striving to catch up. Asenmar is poorer and far more aggressive, and is rumored to be planning an open break with the other two, on which the nation's charismatic dictator blames Asenmar's poor economy. Control of certain important fishing banks and undersea farm areas in the extensive shallows of the southern hemisphere —and hence control of lucrative off-world trade in various foodstuffs—is the goal all three nations pursue.

Offworld contact remains in the hands of the Xulfor Central Council, which serves as an administrative body for the starport and related areas, and a regulatory group for offworld relations on and off Xulfor. This Council was originally established by a joint treaty between Xulfor's three governments, as a means of keeping the starport out of any one nation's control. Since that time (two and a half centuries ago), the Xulfor Central Council has grown in power

IS FORM 8

-9-

WORLD MAP GRID	1. Date of Preparation	2. World Name Xulfor
3. USP	4. Hex Scale 1 hex=475 kms	



and importance. Tariffs on starport trade supplement the annual budget of the three nations, and this wealth has been put to good use in expanding facilities and developing additional services. The Council maintains a regiment of security troops, mostly drawn from the planet (citizens of all three nations are in this unit, having sworn an oath of loyalty that puts Xulfor and the Council ahead of national loyalties), spearheaded by a company of mercenaries from off-planet.

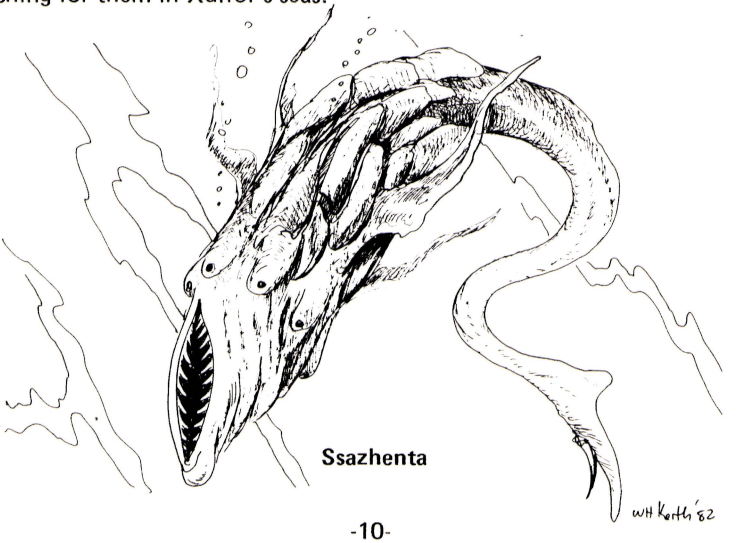
The Central Council is striving to make Xulfor self-sufficient, and exercises considerable control over off-world corporations attempting to exploit the world.

ANIMAL ENCOUNTERS

A great deal of marine life exists on Xulfor, with serveral amphibious life forms which inhabit the planet's ice caps. Details on two animals are provided below, referees should make up additional detailed information as needed. Other life forms are described in standard animal encounter charts.

Ssazhenta: The ssazhenta is a 40,000 kg. swimming grazer native to Xulfor. Until the early 800's, the animal was very much in demand because several substances in the creature's brain were used in the manfacture of psionic drugs. These substances can be duplicated synthetically, but it is far easier to obtain them from a natural source. After the psionic supressions in the early 800's, demand for such materials vanished. Today the animal is known for attacks made by groups of ssazhentas against exploration and/or hunting expeditions, occasionally with deadly results.

Veitet: One of the few amphibious life forms on Xulfor, the veitet inhabits the areas near the planet's ice caps. Veitets are not known for anything outstanding, aside from being one of the few amphibious life forms on Xulfor. Veitets feed on small fish, and spend a great deal of their time searching for them in Xulfor's seas.



Ssazhenta

ANIMAL ENCOUNTER TABLES

OCEAN SURFACE

Die	Animal	Weight	Hits	Armor	Wounds & Weapons
2	1 Swimming Reducer	800kg.	23/5	mesh + 1	15 claws & teeth- A6 F8 S1
3	6 Swimming Grazers	3,200kg.	13/6	battle + 4	26 blade A7 F3 S2
4	1 Swimming Hijacker	200kg.	13/6	jack	8 claws + 1 A2 F6 S1
5	1 Swimming Siren	24,000kg.	44/15	none	32 thrasher A0 F7 S0
6	9 Swimming Chasers	200kg.	14/11	none	8 claws +1 A0 F6 S2
7	10 Swimming Chasers	6,000kg.	25/15	none	18 teeth +1 A0 F7S2
8	6 Swimming Intermittents	200kg.	14/11	none	8 claws + 1 A0 F6 S2
9	1 Swimming Grazer	400kg.	20/13	none	10 teeth A5 F3 S2

10 Event—Fishing Vessel. A vessel passes close to the adventurers. Roll reaction on the reaction table in Book 3. Friendly responses indicate a communication or willingness to help in an emergency. Hostile responses indicate a lack of response in almost any situation.

11	8 Swimming Grazers	200kg.	20/10	mesh	13 claws & teeth A4 S3
12	6 Swimming Intimidators	1,600kg	29/11	jack	16 teeth A8 F2 S2

OCEAN SHALLOWS

Die	Animal	Weight	Hits	Armor	Wounds & Weapons
2	2 Swimming Eaters	200kg.	20/10	mesh 9 claws	A2F6S3
3	9 Swimming Intim.	200kg.	7/11	none 14 claws & teeth	A4F7S2
4	1 Swimming Hunter	1,600kg.	28/12	cloth+ 1 28 claws	A6F8S1
5	12 Swimming Chas.	100kg.	15/10	mesh+ 1 14 claws+1	A0F5S2
6	13 Swimming Graz.	400kg.	11/12	jack 8 teeth	A6F6S2
7	8 Swimming Grazers	1kg.	3/0	none 2 teeth	A7F6S3
8	3 Swimming Chas.	800kg.	31/23	none 9 teeth	A0F6S3
9	5 Swimming Grazers	1kg.	1/0	none 1 horn	A4F3S3

10 Event-Rough Water. Water near the surface is turbulent due to a storm on the surface. Persons swimming will be subject to 1D wounds unless a saving throw of 7+ is made. Vessels will be rocked severely, being damaged on a throw of 8+. Such damage will be minor unless the vehicle is already heavily damaged by some other force.

11	13 Swimming Graz.	1kg.	6/0	none 3 claws & teeth	A5F6S3
12	4 Swimming Intrm.	25kg.	13/11	none 7 teeth	A5F8S1

OCEAN DEPTHS

Die	Animal	Weight	Hits	Armor	Wounds & Weapons
2	5 Swimming Carrion-Eaters	1kg.	3/0	cloth 3 horns	A6F8S2
3	9 Swimming Graz.	25kg.	6/7	none 7 teeth	A6F1S4

4	13 Swimming Graz	40,000kg.	64/36 none	50 teeth	A5F2S2
5	4 Swimming Interm.	400kg.	16/14 jack	9 teeth	A7F5S1
6	10 Swimming Graz.	1,600kg.	26/13 battle+ 4	20 stinger	A6F3S4
7	1 Swimming Chas.	1,600kg.	25/22 cloth+1	18 claws & teeth	A0F4S2
8	1 Swimming Graz.	100kg.	11/11 none	16 claws & teeth	A6F1S4
9	1 Pouncer	12,00kg.	25/20 none	10 as body pistol	A0F0S1

10 Event-Magnetic Disturbance. Magnetic compasses give erratic readings, other instruments, such as metal detectors, sensitive communications gear, etc., also malfunction.

11	4 Swimming Graz.	6,000kg.	37/18 none	16 claws	A6F3S3
12	1 Swimming Interm.	6,000kg.	14/5 none	19 teeth	A7F8S2

OCEAN BOTTOM

Die	Animal	Weitht	Hits	Armor	Wounds & Weapons
2	6 Swimming Killers	3,200kg.	30/8 none	19 thrasher	A6F4S1
3	1 Swimming Siren	16,00kg.	38/8 none	22 teeth	A6F4S3
5	3 Swimming Graz.	1kg.	1/0 cloth	1 horn	A7F3S6
6	1 Swimming Hunter	1kg.	1/0 jack	1 horn	A3F6S1
7	12 Swimming Carrion-Eaters	10kg.	19/12 none	4 claws	A9F6S1
8	7 Swimming Intim.	3kg.	6/3 jack	3 horns	A3F3S2
9	4 Swimming Graz.	1kg.	2/0 none	5 horns & teeth	A6F5S2

10 Event-Submersible Wreck. A medium-sized submersible lies wrecked on the ocean floor. It has been there for some time, and any salvagable parts have already been removed. If the adventurers board it, there is a chance (2D 8+) that the wreck is inhabited by one or more of the animals listed on this chart. Roll as a standard animal encounter.

11	1 Swimming Grazer	50kg.	15/10 none	8 teeth	A4F1S2
12	1 Swimming Intm.	6kg.	3/9 none	3 teeth	A8F8S1

ICE PLAIN

Die	animal	Weight	Hits	Armor	Wounds & Weapons

1 Event-Ravines and Precipices. See TRAVELLER Book 3.

2 Event-Deep Snow. Deep snow covers the ground in all directions. This will reduce speed by 25%.

3	1 Amphibious Grazer	40,000kg.	66/24 jack	36 as blade	A3F4S2

4 Event-Thin Ice. Creaking sounds are heard, and the vehicle lurches slightly. Throw 10+ for the driver to avoid the collapse. If this fails, the vehicle, along with any nearby personnel outside, will fall into the water.

5 Event-High Winds. The vehicle rocks slightly, anyone outside must throw their dexterity or less to avoid being thrown 4D meters from the vehicle. Also, snow whipped to high velocities restricts visibility to short range.

6 Event-Concealed Gulley. Snow has drifted and concealed a deep gulley. Throw 2D for impact effect. Results of 7, 8, or 9 indicate minor damage

which will take 3D hours to repair, DM-30 minutes for each level of mechanical skill available.

ROUGH ICE TERRAIN

Die	animal	Weight	Hits	Armor	Wounds & Weapons

1 Event-Avalanche. A member of the group notices that conditions at their present location are ideal for an avalanche. Any loud noise or vibration (such as a vehicle passing by) may set off an avalanche on 2D 5+. If the avalanche occurs anyone outside the vehicle will be buried in 1D meters of snow. Digging out a person requires one minute per meter of snow. A Vehicle requires 30 minutes per meter of snow per person. In addition, roll for damage as on the concealed gulley result.

2 Event-Chasm. A large chasm or ice canyon lies directly ahead. This will take 2D hours to detour around.

3 8 Amphibious Grazers 3kg. 4/5 none 1 claw A4F3S2

4 Event-Impassible Terrain. The ice ahead climbs too steeply for the Aqua-Diver to ascend. A person on foot may climb with difficulty. Roll dexterity or less to avoid falling apply 2D wounds if the saving throw is not made. Bypassing the terrain will take 10D minutes.

5 Event-Rough Path. The path ahead is extremely rough and will require that forward speed is cut to a maximum of 5kph. to pass. This path will continue for 1 D kilometers.

6 Event-High Winds. See result 5 on the Ice Plain animal encounter chart.

Arrival On Xulfor

Arrival will entail most of the usual procedures, such as landing fees, securing the ship (a chartered 400 ton subsidized merchant, which will remain in orbit for pickup later) and customs inspection. The forged identification papers supplied by the patron are well-made, and will pass inspection without any problems. At one point, one of the inspectors will start asking questions about the group's expedition, many of them highly technical ones about marine biology. If the group knows nothing about the subject and simply makes up answers, the inspector will become suspicious and alert the appropriate personnel. This will result in a readied dispatch of the military (dealt with later). If the adventurers simply reply that their mission is classified, the inspector will be satisfied.

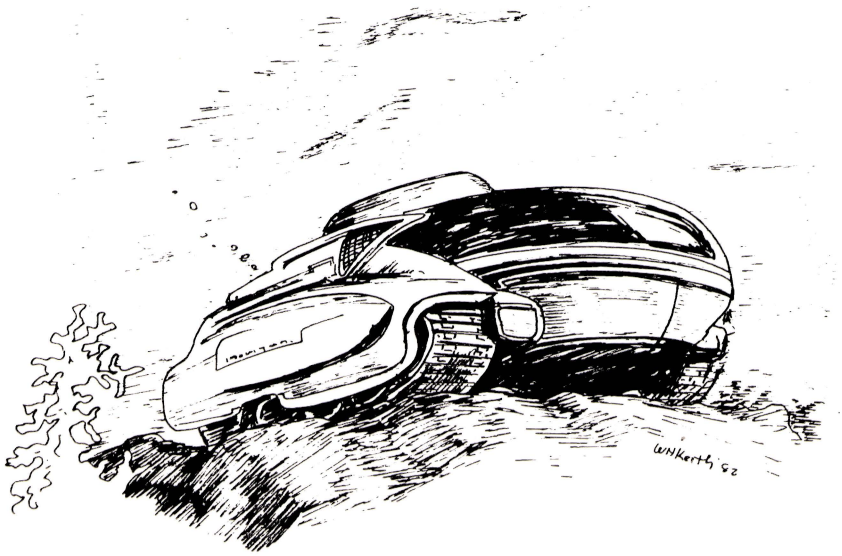
The hidden weaponry aboard the submersible will be found during the inspection on 12+. The inspectors may be bribed (use the reaction table in Book 3 and any bribery skill used). If not successful, the inspectors will confiscate the weapons, fine the adventurers Cr550 each, and secretly attach a medium range transponder to their Aqua-Diver. This transponder may be discovered if the vehicle is searched by the adventurers for any reason, such as inspecting it for damage.

Upon completion of the inspection, the Aqua-Diver will be hoisted by crane off the landing platform and lowered into the surrounding water. The adventurers may wish to depart immediately, or may wish to look around the city. If the latter is chosen, time will be short, and the referee should emphasize that if their schedule is to be met, the exploration should be confined to no more than eight hours.

GASHEDDA WS-9 AQUA-DIVER SUBMERSIBLE

The Gashedda WS-9 Aqua-Diver is manufactured for a select few corporations which specialize in underwater exploration. The largest purchaser of this model is Aqua-Stellar Research, a corporation which specializes in various applications of water worlds and space. Most of the corporation's incoming cash flow results from royalties from various processes they have produced which are now in use on a number of worlds in The Old Expanses.

The WS-9 is only one in a family of vehicles designed for use on different worlds with different atmospheres, and consequently different oceans. The differences in these models an interior, and not immediately visible from the exterior. In addition, some models have been modified for special tasks such as underwater mapping on worlds with too heavy an atmosphere to allow orbital scans.



The model used in this adventure is designed for use on worlds with atmospheres 4-7; although if pressed, it can function satisfactorily in atmospheres 3, 8 or 9. If used in these extremes, it will tend to malfunction often and require frequent maintenance.

The Aqua-Diver is actually something of an ATV; although it is not designed to function as well on land as it does in water. On-board facilities include accomodations for eight (although some of these may be converted to additional laboratory space, if needed), extensive electronics, navigation and communications gear. Also located on the bridge is a model 2bis computer. Lab facilities include photography, water testing, and specimen storage. The vehicle is fusion-powered and is limited in endurance by crew, food, and maintenance. The vehicle is designed primarily for underwater work, but the tread units give the Aqua-Diver a top speed of 20kph on flat terrain. These can also be used for traversing the ocean floor.

From the exterior, the Aqua-Diver almost appears to be a star ship. At the nose, the main view ports are most noticeable, providing the occupants of the bridge with a 180 degree view of their surroundings. Located beneath the bridge view ports is the utility bay door which opens on elecgronic command from the bridge or by a switch located on the exterior of the craft near the door.

Behind the bridge windows are two intakes for the water jet propulsion units. Each is covered with a protective screen to prevent ingestion of plants, animals, or humans. If these become clogged, a blast of air from the life support system can usually clear them. Below the intakes are the two large tread units used for ground maneuvering.

Behind the intakes are two maneuvering vanes. These are large and provide excellent maneuverability. Each vane is fitted with a hard point on which additional scientific gear, such as cameras, lights, etc., can be attached, and each is covered with hand-holds to permit a swimmer to easily climb up them to the top of the vehicle. Behind the maneuvering vanes are the jet exhaust ports. These are also screened to prevent the entry of unwanted objects while the engines are not in use. When the engines are in operation, the area behind the ports is highly turbulent.

In addition to these features, television cameras are located in several locations around the exterior of the vessel, including both port and starboard sides, aft, and the underside. Floodlights are attached to the cameras to provide light. Two large floodlights are located above the utility bay door and can be swiveled 35 degrees up or down.

INTERIOR DESCRIPTION

Upper Deck

1. Bridge. Contains controls for operating most of the vessel. Large wrap-around windows provide a 180 degree view of the surroundings. Shutters can be closed over these in an emergency. Facing forward are the pilots' consoles, which contain dual controls for piloting the vessel. To port of the pilot console is the computer console. From here all operations of the Aqua-Diver's model 2 bis computer can be performed. In addition to the standard library program carried, the computer also has the Sub-pilot program on line.

Pressure on board the submersible is usually raised to match the extermal water pressure and an oxy-helium air mix used for cabin atmosphere. Care must be exercised in matching internal and external pressures; this is especially true when going from a high-pressure situation to a low-pressure one. Changes of this kind must be performed slowly to avoid decompression, sickness and/or a painful attack of "the bends".

Players should be required to state the internal pressure of their sub each day or each time they change depth during a day. Pressure is stated in terms of depth; for example, players may indicate they are running with internal pressure at 150 meters depth.

When exiting the sub for underwater activity, pressure must be raised to that of the outside water. As a rough rule of thumb, decompression to normal pressure should be set at 1 hour for every 2 hours spent at a given depth. Thus, a party which spends two hours investigating around the Laan Sorpans facility must spend an hour slowly lowering internal pressure in the sub before they can leave it on the surface. Note that the sub can dive and surface freely; it must stay sealed, however, until pressures are matched.

Referees or players who have experience in underwater activities or access to decompression tables may want to use these for greater accuracy. The small size and low gravity of the planet means that, if all other factors of temperature and time are equal, pressures are only 40 percent of the equivalent Terrestrial pressure. Thus, at 150 meters deep, pressure on xulfor is about 6 atmospheres, as opposed to about 15 on Earth.

The Laan Sarpons facility and other small research stations are maintained at pressures equal to the surrounding water. The major habitations, however, are kept at lower pressures, and have decompression facilities for divers and workers who venture outside.

A submersible's airlock can function as a decompression chamber at need, but limited size makes this impractical for more than 1 or 2 people.

Sub-pilot: Allows the submersible to be steered by the computer to coordinates entered before the vessel gets under way. Any special requirements (such as speed, and/or depth changes) can be programmed in manually. The computer will automatically stop the vehicle if a problem is encountered, and sound an alarm to alert crew members. Space: 2. Price: Cr 75,000.

To starboard of the pilot console is the remote systems station. The Aqua-Diver's external cameras, utility bay equipment, and any equipment mounted on the vane hardpoints are operated from here.

In the floor behind the pilot console is a manual hatch which leads to the lower deck. This hatch can be locked from either side. Directly above the floor hatch is a hatch which leads onto the dorsal surface of the vehicle. This hatch opens outward which makes it difficult, if not impossible, to open if the Aqua-Diver is submerged unless the bridge is flooded.

The aft section of the bridge is left open for any additional equipment which may be required for a particular mission.

The aft bulkhead contains three hatches which lead into compartments listed below:

2. PHOTOGRAPHY Lab. Facilities for visual recordings are located here. These include conventional photography, holography, video, and microscopic photography.
3. Interconnecting Corridor. Connects the bridge and main air lock.
4. Galley. Contains food preparation and storage areas.
5. Supply Locker. Contains diving suits, etc.
6. Supply Locker. As above.
7. Power Plant. Contains fusion unit which supplies the Aqua-Diver's power.
8. Air Lock.

Lower Deck

1. Utility Bay. Contains facilities for exterior work. Most Aqua-Divers carry a pair of two-meter mechanical arms, several extendable spotlights, a laser drill, and extendable cameras, both video and film.
2. Common Area/Storage. This room is used as a recreation facility on voyages of extended duration or as a specimen storage area if required. As a specimen storage room, aquariums are set up and life support systems are programmed to maintain proper conditions inside.
3. Interconnecting Corridor. Connects most compartments on this deck.

4. Microbiology Lab. Facilities here include both conventional and electron microscopes complete with support equipment.
5. Cartography Room. This facility is used for producing detailed maps, both electronic and hard copies. A computer terminal which connects to the model 2bis unit on the bridge is also present.
6. Stateroom. Two crewmembers, or less if the vessel is operating with a reduced crew, can occupy one of these rooms. Although cramped, the two bunks, limited storage, and fresher are adequate.
7. Stateroom. Identical to location 6.
8. Stateroom. Identical to location 6.
9. Stateroom. Identical to location 6.
10. Power Plant. Identical to location 7 on the upper deck.
11. Fuel. Hydrogen, the fuel for the Aqua-Diver's power plant, is stored in these compartments. While the vehicle is immersed in water, fuel is replenished as it is used, water flowing through the jets is diverted to the fuel purifier as needed. When on land or when water is not available the tanks must be refilled manually. This process takes about thirty minutes.

OPERATION

Anyone with ATV skill can operate the Aqua-Diver; although not with great expertise. True skill in piloting this vehicle requires tracked vehicle skill and submersible skill. The submersible skill may be a specialty of the vehicle skill as described in Basic Traveller.

Power. The power plant produces approximately 150 points of power for a full load of fuel. These are then consumed as indicated on the power plant table.

Refueling is automatically performed while the Aqua-Diver is in water (described above). On the ice cap, fuel can be taken from the ice, a process which takes about 30 minutes.

Function		Energy Points Consumed Per Hour
Life	Support	1/hr.
Standard	Speed (water)	5/hr.
Emergency	Speed (water)	1/hr.
Standard	Speed (land)	1/hr.
Emergency	Speed (land)	1/hr.
Laser	Pulse	Each point of power applied basic increases probability of 2-, by one. Hitlocation table

Life Support: Only those systems essential to life support, such as ventilation and lighting operation.

Standard Speed (water): 50kph.
Emergency Speed (water): 60kph. After 10 continuous hours at this speed the drive will overheat and require two hours to cool down before it will operate again.
Standard Speed (land): 10kph.
Emergency Speed (land): 20 kph. After ten hours continuous operation the engine will overheat as described above.

The Aqua-Diver is primarily a water vehicle; the treads are only designed for short overland trips or maneuvering on the ocean floor.

The laser drill in the utility bay is not designed to be a weapon, but will undoubtedly be used as one, given the nature of Traveller players. The laser is designed to cut through small sections of rock or cut through thin ice in arctic locations to allow the Aqua-Diver to surface.

Use of the laser drill as a weapon is very limited. The laser is mounted on a two meter extendable mast in the utility bay. The maneuvering of the laser is somewhat slow and clumsy, making it almost impossible to track a moving target. In addition, the laser sighting system is a simple video unit designed to show only targets at short range (1-3 meters).

THE AQUA-DIVER IN COMBAT

The following information is for the referee only.

HIT LOCATION TABLE

Front	Side	Rear
1 Breach*	Breach*	Breach*
2 Viewport*	Engine*	Fuel*
3 Utility Bay*	Tread	Power Plant*
4 Tread	Engine*	Fuel*
5 Engine	Tread	Tread
6 Breach*	Breach	Engine*

UTILITY BAY TABLE	BRIDGE HIT TABLE
1 Laser	1 Computer
2 Arms	2 Pilot Console
3 Lights	3 Electronics
4 Laser	4 ———
5 Arms	5 ———
6 Lights	6 ———

The Aqua-Diver hit table is used when the Aqua-Diver is hit by a large weapon such as a vehicle weapon. In addition, it is possible that other forms of damage from smaller weapons may result. After accumulating 45 points of damage, roll once on the vehicle damage table.

Any result marked with an asterisk (*) results in the damaged compartment being flooded if the Aqua-Diver is in the water. Hits on the utility bay and bridge must be more specifically defined. When either of these is hit, roll on the respective table to obtain the damage resulting from the attack.

Explanations of these results are as follows:

Breach. The hull of the vehicle has been pierced. This will allow outside air or water to enter. Breaches may be repaired temporarily by sealant patches carried on board. Such repairs will require 2D minutes to complete. These patches will endure 8 hours before they must be replaced. Patches will not hold in ocean depths or floor because of exterior pressure.

Viewport. The main transparent port on the bridge has been pierced. If the bridge is already protected by the steel shutters, ignore the result.

Engine. One of the Aqua-Diver's propulsion jets has failed. Repairs will require an extensive overhaul. This propulsion unit may not be used for the remainder of the adventure. Water speeds are halved.

Fuel. One of the vehicle's fuel tanks has been punctured. This will render it unusable until repairs can be made.

Utility Bay: The Aqua-Diver's utility bay has been damaged. Roll on the Utility Bay Damage Table to determine the extent of the damage.

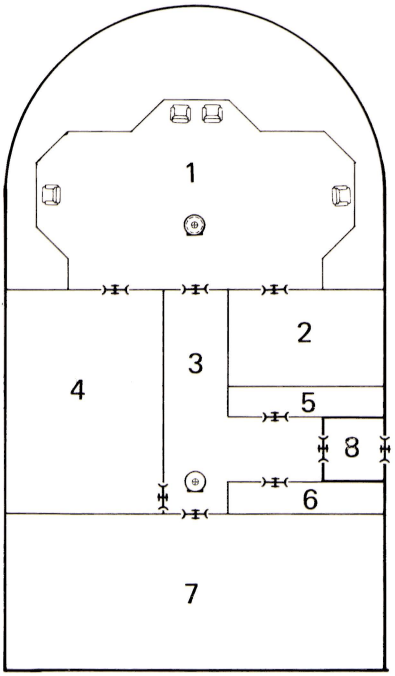
Tread. One of the vehicle's two tread units has been damaged. Each tread is capable of withstanding five such hits before it fails completely. Each hit reduces the AquaDiver's land speed by two kilometers per hour.

Power Plant. The Aqua-Diver's power plant has been disabled. Power generation ceases immediately. Emergency batteries will provide .30 energy points.

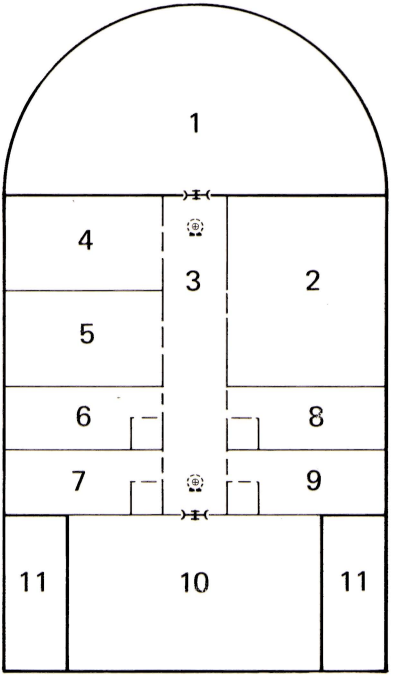
Hits on the Utility Bay Hit Table immediately disable the system damaged.

Hits on the Bridge Hit Table also disable the system damaged.

Upper Deck



Lower Deck



The trip to the Laan Sarpons research station, approximately 1,500 kilometers from the central settlements, should be relatively uneventful. The referee should roll for animal encounters using the system described in Book 3. In addition, the referee may wish to insert a deliberate encounter with one of the planetary council submarines. This will prove valuable later if the adventurers decide to take to the sea for shelter.

The Laan Sarpons station is a small portable base, using a modified LSP Model 215 Domebase. It is located near the edge of the Djerbaloa Shallows, at a depth of approximately 150 meters. When the adventurers first approach the station, the scientists who are currently assigned there will be out hunting ssazhenthas. The small dock for their submersible near the base is empty, and though exterior lights mark the location of the base, interior lights would appear to be off.

THE DOME

When viewed from the outside, the dome is plainly a geodesic construction nine meters in diameter and 3.5 meters high. A manual hatch is plainly visible but there are no markings on the exterior. There is no way to determine if the dome is inhabited or not without actually entering. The dome is plainly a high-technology product, apparently not manufactured here on Xulfor.

INTERIOR DESCRIPTION

1. Stateroom. This stateroom is used by the station's commander, Kelas Metcheev. Along with standard facilities (a bunk and personal storage space) there are several of Metcheev's personal items present, including clothing; some of it standard Xulfor dress, the rest of it native dress of Diacy/-Dethenes. Only individuals familiar with the Dethenes Technical alliance, who have been to worlds which are members of the alliance, will recognize the clothing as being from there. Cr754 is hidden in a drawer. At the small desk is a micro-computer. Anyone with computer skill can activate it. Programs include a finance program with information on an account at the Bank of Asenmar in Metcheev's name. The account presently contains Cr 23,873. In addition, a word processor contains the manuscript of a book Metcheev is writing on the ssazhentha.
2. Stateroom. The other member of the research crew, Rofak Fronck, occupies this room. His possessions include Cr 497, several books about the Vilani empire, and a copy of Albert Croale's famous work, *Almost Disaster.*
3. Processing Room. This room, a converted stateroom, contains facilities for extracting encelophanylia, a brain fluid found in ssazhenthas, for the manufacturing of psionic drugs.

4. Processing Room. Equipment here is for the manufacturing of psionic drugs. Anyone familiar with psi-drugs will recognize what is being manufactured here, also anyone will be able to determine that drugs of some sort are being manufactured. Notes on a clipboard indicate a heavy production schedule.

5. Computer/Communications Center. Contains a model 1bis computer and long range communications equipment. Programs in the computer detail the manufacturing of medical drugs being made here, and little else. Data on the Harrensa project is restricted, but an individual with Computer-3 or better will be able to remove it. Tampering of the Harrensa data by anyone who is not skilled will result in the erasure of the program.

The following information will be revealed only if the Harrensa data has been obtained.

The Harrensa Project is an undercover operation. A Psionic Institute on Diacy/Dethenes hired the small and financially insecure Laan Sarpons research unit to produce the drugs in early 1107. Since then, large shipments have been delivered, and large sums of money, in the Cr 2,000,000 range, have been made from the operation.

6. Medical Center. Most of the original medical equipment has been removed to provide space for additional drug manufacturing gear. Completed doses of drugs (200 Psi-Booster, 150 Psi-Double, and 55 Psi-Special) are stored in a freezer in metal crates marked "Harrensa Project: Medical 2700-5. Caution: Glass! Handle with care! Keep case refrigerated!" The cases are marked for shipping, with the destination listed as being in the Bede/Srys system. Referee's Note: Psi-drugs do not have to be kept refrigerated, this is simply a cover to add to the illusion that the crates contain medicinal drugs.

7. Power Plant/Life Support. Contains the base life support gear and power generator. An access hatch on the interior allows limited maintenance from the inside of the dome.

8. Fuel. Liquid hydrogen for the fusion plant is located here.

9. Fresher. Facilities include a toilet, small basin, and shower.

10. Storage Locker. Contents are as follows: Two wet suits, two artificial gills, two vacc suits, two cases of auto pistol ammunition, an electronic tool set, a mechanical tool set, several underwater cameras (exposed film contains photographs of ssazhenthas) and other under water gear.

11. Air Lock. Main entry/exit of the base. Safety interlocks prevent both hatches from being opened at the same time unless a manual over ride is engauged.

12. Living Area. Similar to the common area on a starship, the living area in the domebase is larger than that of an advanced base to prevent claustrophobia during periods of prolonged occupation.

13. Galley Equipment. Contains food preparation and storage units.

The Ambush

While the adventurers are inside the domebase, the scientists will return. Realizing that whoever is inside could possibly discover the true nature of their work, the scientists will decide to prevent them from leaving.

If the players have left one or more of their party aboard the Aqua-Diver, that person will see the approaching submersible and be able to warn the group inside the dome (providing they are carrying communications gear).

If this is the case, the scientists will flee as soon as they are aware that their work has been discovered. They will attempt to return to the starport and secure passage off-world on the first available ship using false names and identification they have been given to use in the event of such an emergency.

If no one was left aboard the Aqua-Diver, the following events will occur;

The first two members of the group to exit the base will be attacked by the scientists, who are armed with one laser carbine, plus a dagger apiece. The scientists will automatically achieve surprise on the first round. Any weapon fired underwater will be drastically ineffective. Apply a DM of-6 to hit for all weapons, including lasers. Blades should be trated normally except that they cannont be thrown.

In addition, the scientists have trained two ssazhenthas as guard dogs of sorts, which will also attack the group. The ssazhentha is described in the ocean depths animal encounter table.

NOTES ON UNDERWATER COMBAT

The average ascent/descent speed of a diver is one meter per second. If unable to breathe (due to being caught under the surface when breath expires or air runs out, for example) the person will take 2D damage per combat round (15 seconds) the lack of air persists. When unconscious, the diver will take 5D of damage per combat round. If unconscious, the diver will float to the surface at a rate of .5 meters per second unless weighted down by heavy equipment or held back for some other reason (such as being entangled in seaweed or caught in wreckage).

After the fighting is over with, the group will notice that the Aqua-Diver is missing. In reality, the scientists simply moved it behind a nearby outcropping to confuse the adventurers. In addition, some of the Aqua-Diver's pilot control console systems have been sabotaged, though not seriously. Repairs will require 2D hours to complete before the vehicle will be fully operational again.

The scientists' personal submersible is parked on it's platform described earlier. The craft is a TL6 construction and is in fair condition. Having just returned from a long trip, the power cells are nearly drained and the craft is being recharged from the dome's power plant. Power remaining in the cells will power the vehicle for no more than 20 minutes.

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Journey To The Southern Icecap

After securing the items at the base, the group should proceed to their arctic rendezvous as soon as possible. During the trip, the referee should roll for animal encounters. The planetary map should be used to regulate their trip.

Approximately 20 hours after departing from the research station, the adventurers will monitor a transmission broadcast by the Xulfor Central Council. The transmission states that a group of terrorists, claiming to be representatives of Aqua-Stellar Research, have attacked a small research base and are presently headed toward the south pole, probably to be picked up by a starship. The broadcast explains that monitor cameras at and around the facility recorded the raid on video tape and were discovered by divers from a ship bringing supplies when the scientists failed to answer the ship's calls. (Note--the referee may tailor the exact report to duplicate the outcome of the raid itself.) In response, the planetary council has dispatched several submarines to hunt down the intruders, along with a special arctic commando team. In addition, the council is negotiating with several armed merchant starships presently in port to intercept the expected recovery ship. The message urges any private shipping which makes contact with the terrorists to report their location to authorities immediately, as a ship has been despatched to track the terrorists.

If the adventurers do encounter any shipping (see the animal encounter charts) which gets close enough to identify them, the other vessel will immediately turn away from the adventurers and accelerate, broadcasting that they have found the terrorists and transmitting their location.

If the customs inspector reported the group earlier (see the Arrival on Xulfor section), the planetary force will have been alerted earlier and already have submarines on station. If this is the case, revelation of their position (which will be automatic if the transponder was placed aboard and is operational) will bring on a sub encounter on 9+. The council's submarines are not described in detail here to conserve space. Referees should expand information on them if they feel it is needed. One good source for information is GDW'S Adventure 2, Research Station Gama.

If combat between the player's ship and the enemy is required, roll 12+ for a torpedo launched from a submarine to hit the Aqua-Diver. A hit causes immediate destruction of the ship and all on board (referees should note that this a poor way to end an adventure!). A near miss results if the roll was 9+. To determine the damage from a near-miss roll two times for each on the Aqua-Diver combat charts: Submarines are capable of launching a torpedo every four minutes. The council's submarines are of local (TL-6) manufacture, and as such are inferior in both speed and maneuverability to the Aqua-Diver. Because of this, the Aqua-Diver can easily evade one (4+). If the customs agent had not been alerted, it will take the submarines an additional six hours to arrive on station.

After arriving at the ice pack two courses of action are possible. The adventurers can either surface and travel to the rendezvous point overland or attempt to travel under the ice, and then break through at the rend--ezvous point. The latter may prove risky, because the ice at the rendezvous point may prove to be too thick to cut through before being ambushed by enemy submarines (the adventurers should be aware of this).

Upon surfacing, the adventurers will discover that the entire area is socked in by an ice storm and there is no way a starship can be brought down safely due to poor visibility and high winds. In addition, atmospheric conditions will make it impossible to contact the ship in orbit.

At this point a decision of some sort will be required on what course of action should be taken. Taking to the sea will probably result in running into hostile submarines, and possibly desctruction or severe damage to the Aqua-Diver. Trying to run under the ice pack will probably result in the same. Overall, the best choice seems to be an overland trek across the ice pack, avoiding any surface units sent out and then waiting for the storm to die out in order to arrange a pickup.

TRAPPED IN THE ARCTIC

The arctic storm mentioned above covers all of the ice pack and some of the surrounding ocean. The players will not know the extent of the storm, of course, and their map of the ice cap does not include terrain which changes as ice shifts.

The storm is a severe one with gusts up to 85kph and an average wind speed at any one time of 50kph. The gusts will rock the Aqua-Diver occasionally, but will not be strong enough to knock it over.

The combination of wind and snow will reduce visibility to short range (1-5 meters). Powerful lights can be seen at distances up to 10 meters, but will not provide visibility at that range. Also because of the fierce wind, sound will carry only two meters at maximum.

Instruments aboard the Aqua-Diver will be of some help. The vehicle's built-in inertial locator and compasses will be able to keep track of the vehicle's location on the ice pack, but that is about all. Animal encounters should be rolled using standard Book 3 procedures.

THE OPPOSITION

The central council on Xulfor, in addition to dispatching submarines, has also sent out an elite arctic commando unit, which is organized as a section of two squads. The unit is something of an all-purpose team, but has never seen real combat. Each squad travels in an armed G-Carrier (see book 3, second edition). Their speed will be reduced by the storm to 40kph.

A starship is in position to scan the polar region using radar. Information on the group's position is then relayed to the commando unit. There is a chance that heavy weather or other circumstances may mask the location of the party. Location is determined each hour on a roll of 5+; DM+1 within 100 kms of the beacon (if activated), DM-3 if adventurers are under the ice, DM-2 if powered down (life support only). Rolls are made every 60 minutes.

Once the beacon at the rendezvous point is activated—which is necessary if they are to be picked up—searching planetary forces will be able to pick it up. In the interests of an exciting climax, the referee should arrange to have the planetary forces be able to close in shortly before the arrival of the rescue ship, forcing a final confrontation.

This confrontation may take place sooner, if the orbiting ship is tracking the group and the referee rolls a 9+.

The commandoes will probably set up an ambush, if possible, and will use any and all means at their disposal to prevent the party from leaving.

THE COMMANDO TEAM

As mentioned above, this combat team has not had any direct experience, though they are very effective.

Each member is armed with a sub-machine gun, ten clips of ammunition, a dagger, short range communicator, jack armor, and cold weather clothing type II. The commandos' clothing, unlike the adventurers', is white. Most other type II clothing is bright orange for easy visual dentification. Remember that while these troops are highly trained, they have never actually been in combat.

1.	Section Leader	499754	Carbine-1, Brawling-1, SMG-2, Tactics-2, Leader-1
2.	First Squad Leader	785A84	SMG-2, Tactics-1, Leader-1, Auto Pistol-1
3.	Trooper	546975	SMG-1, Brawling-1, Leader-1, Auto Rifle-1
4.	Trooper	87A959	SMG-1, Carbine-1, Brawling-1, Auto Pistol-1, Vacc Suit-1
5.	Trooper	998649	SMG-2
6.	Trooper	967653	Carbine-1, SMG-2, Laser Carbine-1
7.	Trooper	787897	SMG-2, Tactics-1, Revolver-1
8.	Trooper	A889C9	SMG-1, Brawling-1
9.	Trooper	B5B747	SMG-1
10.	Trooper	99865A	SMG-1, Auto Pistol-3, Leader-1, Brawling-1
11.	Trooper	764587	Revolver-1, SMG-1
12.	Trooper	5B47A4	SMG-2, Revolver-2, Tactics-1
13.	Trooper	869663	SMG-3, Revolver-1, Brawling-1
14.	Second Squad Leader	9C6CC3	SMG-1, Tactics-1, Leader-1, Brawling-1 Auto- Pistol-1
15.	Asst. Squad Leader	B44448	SMG-2, Tactics-2
16.	Trooper	56A78A	SMG-4, Tactics-1, Leader-1
17.	Trooper	CC6574	SMG-1, Brawling-1
18.	Trooper	567598	SMG-1,Tactics-1
19.	Trooper	7B6989	SMG-4, Tactics-1, Leader-1
20.	Trooper	9B84C3	SMG-1, Brawling-1
21.	Trooper	896667	SMG-2
22.	Trooper	9A8AB3	SMG-2, Auto Pistol-1, Tactics-1
23.	Trooper	7ACC78	SMG-1, Brawling-1
24.	Trooper	857785	SMG-2, Tactics-1
25.	Trooper	55759A	SMG-1, Tactics-1
26.	G-Carrier Pilot	7978C9	Vehicle-3, Auto Pistol-1
27.	G-Carrier Pilot	68C558	Vehicle-2, Auto Pistol-1

THE G-CARRIERS

The two G-Carrriers transporting the commando team are standard models imported from off-world. The G-Carrier is described in Book 3, second edition, and in FASA's *Ordeal by Eshaar.* Each G-Carrier carries one squad.

THE GETAWAY

The storm will dissipate six days after the adventurers arrive at the ice pack. Signs that the storm is letting up will appear on the fourth and fifth days and visibility will increase. Communication with the pickup vessel will be possible after the fifth day, but of course these will be monitored.

The ship will be able to land on the sixth day if the beacon is activated.

ESCAPE

While heading out to 100 planetary diamenters to jump, the adventurer's ship will be attacked by two planetary fighters. (Referees who do not have High Guard may substitute another ship. Recommended is the 10-ton fighter listed in Book 2, second edition), which have arrived and have been alerted to the situation.

Fighter FF-0106611-000000-00001-0 MCr 7.245 6 tons
Crew = 1 Passengers = 0 Fuel = 1 EP = .36 Agility = 6 No bridge TL = 12

RETURN TO JENMS

As soon as the ship lands, the patron will contact the group. If the mission has been executed as requested, the patron will deliver the Cr 90,000 to each member of the group, minus charges for any damaged (excluding minor damage such as small arms damage to the Aqua-Diver) or destroyed equipment. Again, because the patron can read minds, she will sense any deception or distrust among the members of the group and take action accordingly.

Referee's Notes

Extension of play of The Harrensa Project is simple. The patron may have other missions for the group; the group may return to Xulfor for one reason or another and be recognized; etc. Xulfor is only briefly examined in this adventure to save space. Additional adventures, such as wild life hunting/ collecting, espionage between the three nations, etc., are only a few of the many events which could take place.